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201
NOVEMBER

GTM

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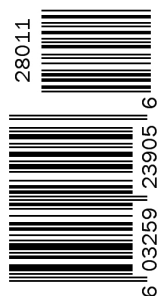
**STAR
WARS**
ROGUE ONE

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- TRUST NO ONE — EVEN YOURSELF — IN *BURKE'S GAMBIT*, WIZKIDS' SOCIAL DEDUCTION AND BLUFFING GAME OF RAMPANT PARANOIA — IN SPACE!
- MAKE HISTORY WITH *THE SETTLERS OF THE STONE AGE* FROM CATAN STUDIOS!

28011



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ROB YATES

BURKE'S GAMBIT

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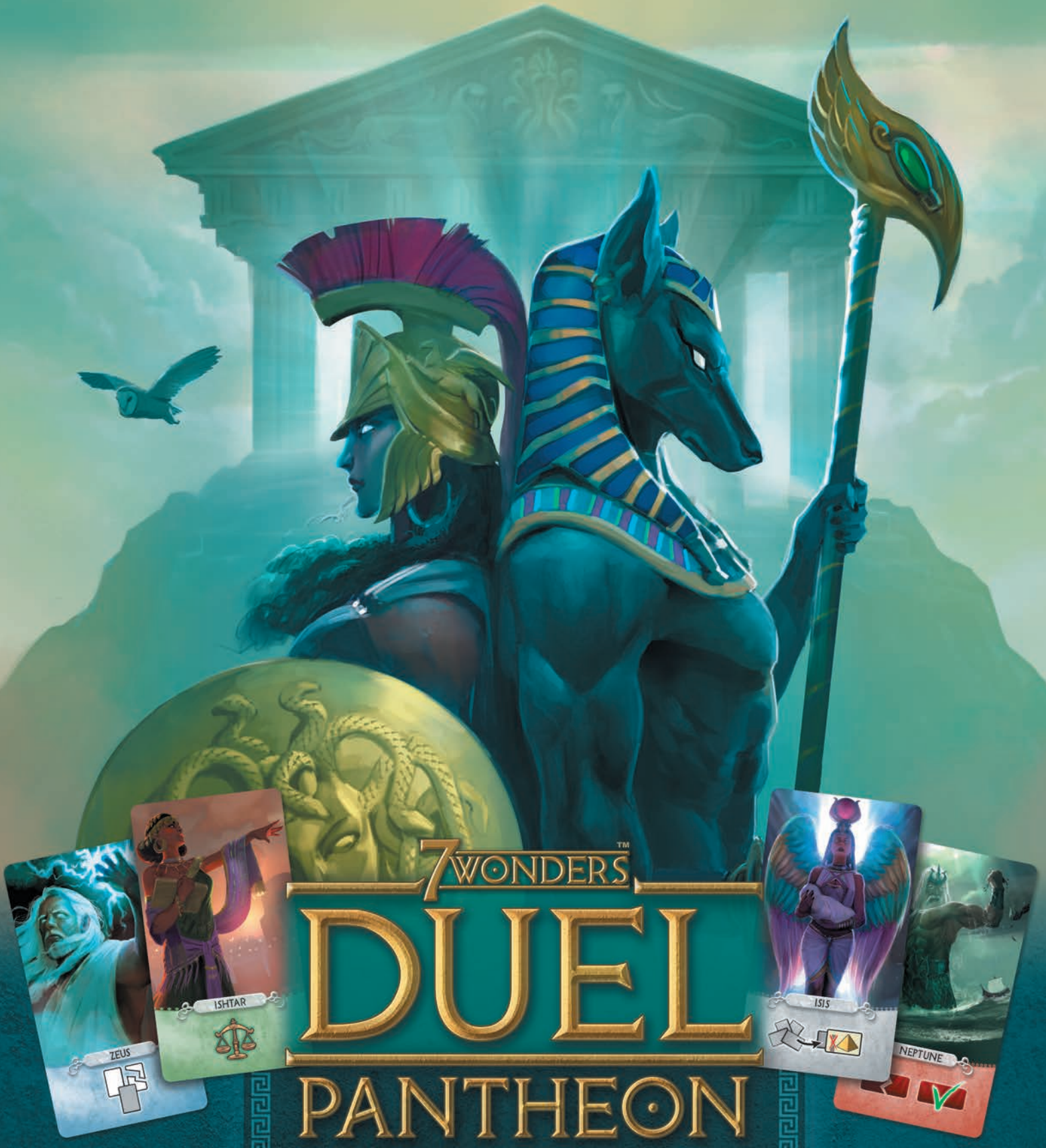
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COVER STORY



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by Fantasy Flight Games

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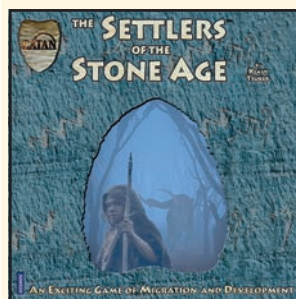
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INTO
Treasure!

Issue #201. You'd think in the wake of our 200th issue extravaganza, we'd pack up all the party favors and stave off the hoopla 'til our next celebratory bash. Heck, no! Every issue of *GTM*'s worth rejoicing, 'cause there's always something brand-spankin' new and sparkly shiny to "oooooh", and "aaaahhh", and go gaga about! It's practically Christmas morning each month you dive into the pages of *GTM* (no bust on Jolly Ol' Saint Nick).

For starters, Fantasy Flight Games brings the excitement of the galactic conflict between a tyrannical Empire and a ragtag team of rebellious heroes to the forefront as *Rogue One: A Star Wars Story* blasts into the frontlines of battle in the latest wave of expansions for the *X-Wing Miniatures Game*! Then, WizKids takes trepidation to catastrophic proportions in *Burke's Gambit*, a social deduction and bluffing game of peril and paranoia - in space! And, we travel from the far-future to the primitive past with *The Settlers of the Stone Age*, Catan Studios' classic game of exploration and discovery during the dawn of mankind, and *Evolution Climate*, a standalone expansion to North Star Games' evolutionary board game of adaptation and competition in a thriving, primeval ecosystem. Plus, uncover the source of a ruinous prophecy in *Fall of Magic*, Heart of the Deernicorn's innovative, collaborative storytelling game, and explore a fantasy world fraught with *Panic* in Fireside Games' popular series of cooperative tower defense board games.

The party's just getting started with the shenanigans of Party People Games' *Double Vision* & *Double Play* and Cheapass Games' new classic pub game, *Pairs* (and check out the free *Horn of Plenty* Thanksgiving-themed bluffing game for use with *Pairs*), while Mayfair Games and Renegade Game Studios serve up some gift-giving advice to get a head start on fulfilling your favorite gamer's holiday wish list, and there's gobs of flicking fun to be had in Brain Games' *Ice Cool*!

So, keep the festive fervor, savor another slice of celebratory cake, and Game On!

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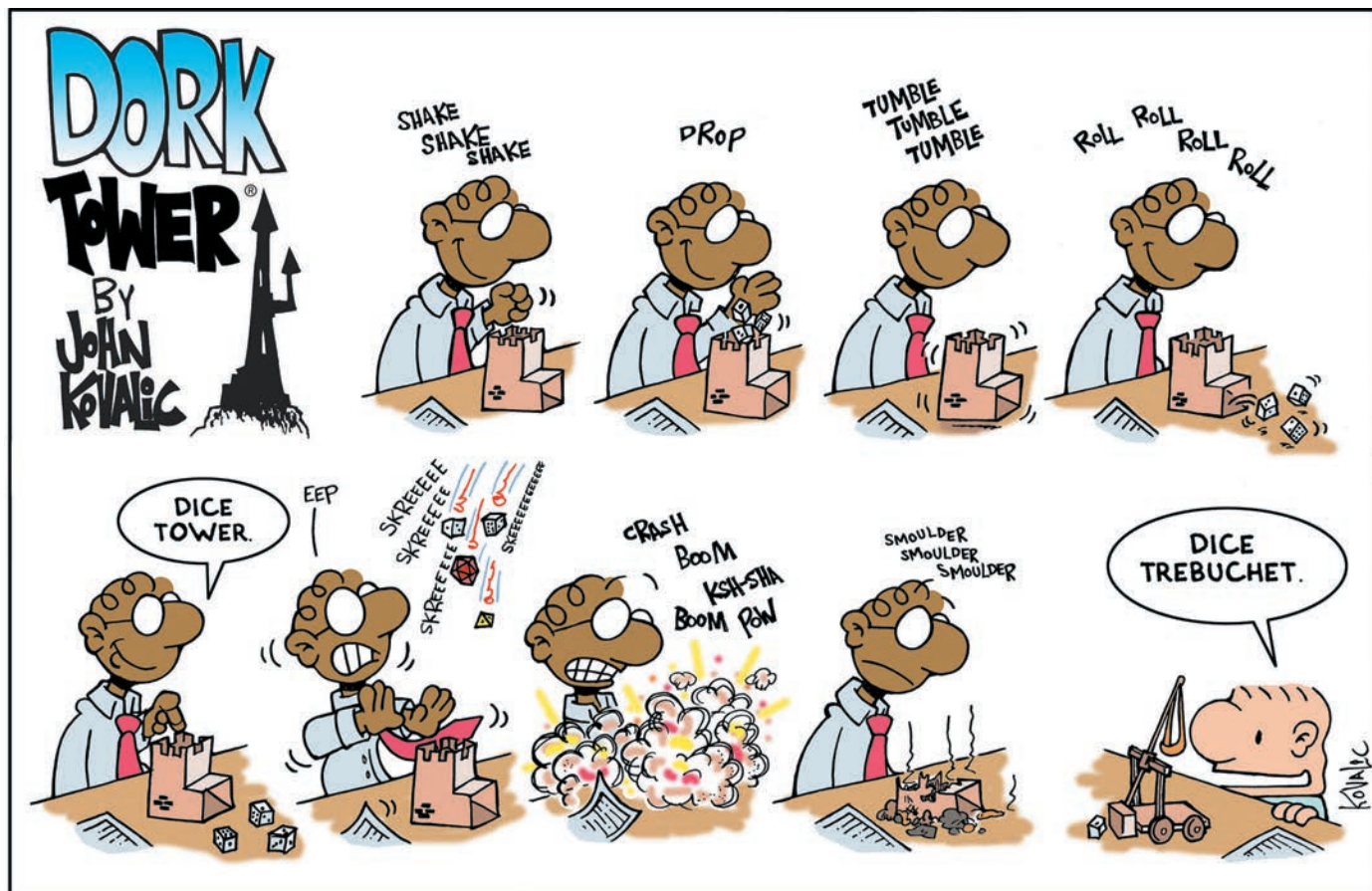
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THE DUKE

CATALYST
game labs™

A game by Jeremy Holcomb and Steven McLaughlin

LEVY, MANEUVER, CONQUER



LEVY, MANEUVER, CONQUER

The politics of the high courts are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to adapt to your opponent's strategies, capturing enemy troops, before you lose your opportunity to seize these lands for your own.

*In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement profile. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!*



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"...this is one of the best abstract strategy games I have ever played."
-Tom Vasel (The Dice Tower)

STAR WARS™

X-WING™

MINIATURES GAME

WAVE X

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Star Wars: X-Wing: Quadjumper	SWX61	\$14.95
Star Wars: X-Wing: U-wing	SWX62	\$29.95
Star Wars: X-Wing: TIE Striker	SWX63	\$14.95

Available 4th Quarter 2016



**"THIS IS OUR CHANCE
TO MAKE A REAL DIFFERENCE."**

-JYN ERSO

Assemble your squadron. Head to your ships. And prepare for battle. The fate of the galaxy is in your hands...

The ships and characters from *Rogue One: A Star Wars Story* come to life in the tenth wave of *X-Wing*™ starship expansions, as do three more ships from *The Force Awakens* and *Star Wars Rebels*.

U-WING

The Rebel Alliance used the U-wing to deploy troops under the cover of darkness or into the midst of dangerous situations. You can use the U-wing Expansion Pack for *X-Wing* to transport Jyn Erso and the other heroes of *Rogue One* straight to your tabletop. Its highly detailed and pre-painted miniature U-wing comes with articulated wings that can pivot back and forth, plus four ship cards and fourteen upgrades.

Conduct espionage. Promote Rebel bravery. Pivot your ship's wings to real effect. The U-wing Expansion Pack makes it all possible.

TIE STRIKER

The sleek and agile TIE striker was developed primarily by Imperial forces stationed on planetary installations, where its adaptive ailerons and potent weaponry made it an excellent safeguard against Rebel incursions.

The TIE striker and its adaptive ailerons come to life with the TIE Striker Expansion Pack. It contains one highly detailed and pre-painted miniature TIE striker, along with six ship cards and three upgrades. These reflect the ship's exceptional atmospheric maneuverability, as well as its use in Imperial swarm tactics.

SABINE'S TIE FIGHTER

The ubiquitous TIE fighter was one of the Empire's most common symbols of oppression. When one of these nimble crafts fell into the hands of Rebel saboteur and artist Sabine Wren, she knew exactly how to customize it for use against the Empire. Brilliantly repainted and retooled, the TIE fighter from the Sabine's TIE Fighter Expansion Pack comes with four unique ship cards and six upgrades, including the Sabine's Masterpiece **Title**, which allows your Rebels to outfit the ship with crew and illicit upgrades.



Moreover, the expansion introduces the Suppressive Fire condition to the Rebel Alliance. New to Wave X, condition cards create persistent effects that some ships and upgrades allow you to add to your games.

UPSILON-CLASS SHUTTLE

Make your opponents fear the First Order and the dark side of the Force with the *Upsilon*-class Shuttle Expansion Pack! Grim, sleek, and menacing, the *Upsilon*-class shuttle boasts an appearance worthy of the high-ranking First Order officers it was used to escort. You'll find one of these ships fully pre-painted in the *Upsilon*-class Shuttle Expansion Pack, along with four pilots able to make good use of its massive firepower, advanced technologies, and powerful shields.

Additionally, the expansion contains a full complement of fifteen upgrades. These include new tech and crew upgrades like the dark side warrior Kylo Ren, who allows you to pile misery upon your foes with his associated condition, I'll Show You the Dark Side.

QUADJUMPER

Straight from *The Force Awakens*, the quadjumper arrives to *X-Wing* as a Scum and Villainy ship full of new maneuvers and dirty tricks. In addition to its pre-painted quadjumper miniature, the Quadjumper Expansion Pack allows you to militarize this typically unarmed ship with four Scum pilots and eight upgrades. These include new crew members, illicit technologies, and a modification that grants extra versatility to your tractor beam tokens. Finally, a unique elite pilot talent and associated condition help your elite pilots pay back their debts against those who have done them wrong.

WHAT WILL YOU DO?

Where will you cast your allegiance? With the Empire or Rebellion? Soon, you'll have your chance to take a side. Fly to battle as a member of the evil Galactic Empire, or stand with the fledgling Rebel Alliance. Use your enemies' technology against them, or harness the power of the dark side. Wave X is your chance to make a difference.

BURKE'S GAMBIT

BURKE'S GAMBIT

WZK 72790 \$19.99 | Available December 2016!

Warning! Someone on your deep space salvage vessel, the *Burke's Gambit*, has been infected with an alien parasite that has the potential to wipe out all life it comes into contact with. But that's not all; the engines have been sabotaged and you suspect some of the crew are not who they claim to be! So who can you trust?

This is the premise of the new social deduction and bluffing game, *Burke's Gambit* - a game dripping with sci-fi goodness and layered with multiple levels of deceit.

Unlike most social deduction games, *Burke's Gambit* has an added depth of play that derives from the fact that there are two unknowns for every player. First, every player has a faction, and no one knows anyone else's factions at the start of play. Players are divided between the deep space salvage crew, who want to find the infected player and toss them out the airlock, and the acquisition support specialists, who aim to bring the parasite back to Earth and weaponize it. The second unknown is that the players themselves don't know if they are infected. Players must rely on the information given to them by the other players to determine their infection status, and the status of other crew members. But, in this game of intrigue and deceit, who can you really trust?

In *Burke's Gambit*, having this many unknowns causes players to be less inclined to make rash decisions that could have detrimental effects for the crew. In many social games, players will decide to eliminate someone for superficial reasons, such as they don't like the shirt the player is wearing. And for the most part, rash actions like this will not have any significant impact on the outcome of a typical social game. But, if a player were to try such a thing in *Burke's Gambit*, they could kill a member of their faction and significantly hurt their chances at winning the game. Each decision needs to be considered carefully, especially when it comes to the right time to use your **role card's ability**.

Each player in *Burke's Gambit* receives a role card at the beginning of the game that will grant them an ability they can use once per game. If used in the right way, these abilities can dramatically affect what information is available, the actions players take, and the overall outcome of the game. For example, the Xenobiologist can look at their own parasite card once per game, which gives them the power to control what information is presented to the crew.

If the Xenobiologist checks their parasite card at the beginning of the game, they can choose to put some information out there by letting the other players know if they are infected or not. This is assuming the Xenobiologist is a member of the crew faction. If the Xenobiologist is a member of the acquisition support specialist faction, they could very well conceal that information and cast suspicion elsewhere.

Generally, it is better to wait to use a role card's ability until you already have more information about the other players. If another player claims you are the one that is infected, then as the Xenobiologist, you can double-check yourself and either confirm that they are telling the truth or turn it around on them and say the other player is lying, depending on which

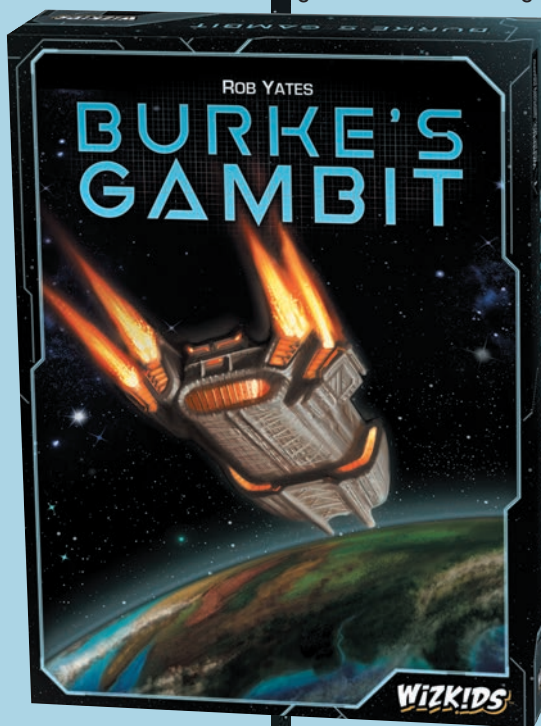
faction you are working for. Maybe you and the other player are both bad guys; then you can lie about being infected and have one of your teammates corroborate your story, thus spreading misinformation and potentially keeping the crew from finding out who is really infected.

Don't rely on any information too heavily. One roll can cause a player to be killed instantly or your parasite card to be reshuffled. But, dice rolls can be beneficial. For example, you can get to look at other players' ID or parasite cards, giving you vital information to use (or misuse). Other dice rolls will speed the ship towards Earth, damage players, or even put a player in quarantine.

Even with all this action, intensity, and paranoia, the game plays in a short amount of time. A typical game, even with a group of eight players, will run somewhere around 15-20 minutes. This means someone who may have been eliminated early in one game will not have too long to wait for the next game to start.

All the elements of chance, risk, cooperation, and competition mixed together are why players have enjoyed their travels on the *Burke's Gambit*. With each voyage playing out in different ways, no two games will ever be the same, giving players a reason to come back for more.

Burke's Gambit will be releasing in friendly local game stores this December. Pre-order your copy today!





CONAN

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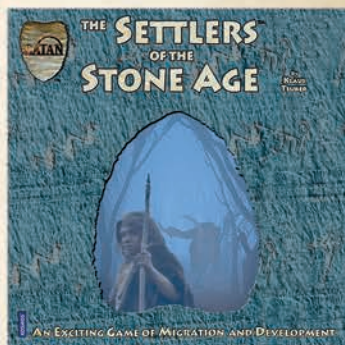
THE SETTLERS OF THE STONE AGE

For 3-4 players. Ages 10+. Playing Time: 75 Minutes.

Over the years a series of historical *Catan*™ scenarios were published in German with English rules included. In 2002, *The Settlers of the Stone Age*™ led the way for the *Catan Histories*™ line of games. Each game in this line is published simultaneously in both German and English. These games make history interactive and exciting. They use the familiar *Catan* rules while incorporating new ideas to convey the themes.

Exploring the Stone Age

The cradle of modern humans was located in Africa more than 100,000 years ago. Starting from there, your explorers and those of your fellow players begin a great migration that spans thousands of years, and eventually leads to Australia and America.



As your people migrate, they make “progress” in food production, hunting, boat building, and clothing & shelter. Advancements allow them to move faster or over water, and protects them from the elements and other dangers.

All of this requires resources: meat, skins, bones and flint.

Playing the Game

Each player starts the game with three camps in Africa. As the game progresses, climate changes decrease the productivity of your initial camps. So, you need to move out of Africa into the brave new world—the continents of Europe, Asia, America, and Australia.

You receive meat, flint, hides, and bone (resources) during the game based on the die rolls and the terrain types. Resources let you send out explorers to find valuable exploration counters. An explorer can also decide to settle down and create a new camp on a suitable intersection. But, beware! The sabertooth tiger and the Neanderthal can cut your production and steal your resources.



The first player to reach 10 victory points wins. You receive VPs for:

- Each new camp gives you one victory point.
- 1 VP (for each continent) if you find the corresponding adaptation counter.
- 1 VP (for each progress track) if you are the first to progress to the 5th space.
- 2 VPs if you are the first to have at least one new camp in each continent.
- 2 VPs for having the most exploration counters.

Winning

There are many paths that you may follow to victory. But it is certain that the player that settles on the most productive lands, trades for missing raw materials with the other players most skillfully, and is able to best migrate to the lands of Australia and America, will end the game with their people ready for civilization.



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ICE COOL

ICE COOL

BGP 5168 \$39.95 | Available Now!



The new flicking game *Ice Cool* from Brain Games takes you to an undisclosed penguin school, where rascal penguins have decided to skip class and sneak some fish.

But not so fast – the hall monitor is on their tails! *Ice Cool* is a fun game for kids and families, indeed anyone who appreciates a good flicking game. At the core of *Ice Cool* are two big innovations – the box-in-a-box setup and special flicking techniques, which are responsible for all the fun. It's a game that keeps players, young and old, off their seats, off their smartphones, and on their toes wishing to flick some more.

EASY-TO-SET-UP 3D BOARD

As with any other game, *Ice Cool* comes in a box... *in a box, in a box, in a box*. Altogether, there are five boxes, which can be set up as a board in a flash. Just arrange the boxes so that the colored dots on the doorframes match each other, then fasten them together with pins and – *voilà* – you are ready to go! With each box representing a room, the whole point of the game essentially involves penguins running, jumping, and twirling through the rooms of the penguin school. This new, matryoshka doll-like approach not only makes the board quick and easy to set up, it also adds depth due to its three-dimensionality.

WE'RE TALKING PENGUIN GYMNASTICS

The second innovation that makes *Ice Cool* stand out among other flicking games is a range of flicking techniques, which can be used to move penguins around the board. Penguin pieces are designed in such a way that, when flicked, they can slide, curve, and even jump. Flick the center – the penguin will go straight. Flick it on the side – the penguin will turn. Here's the kicker – flick the penguin at the top and it will jump. Real acrobats, those penguins!

TO CATCH A FISH... OR A PENGUIN

The game can be played by two to four players, but, really, who can blame you if you find yourself playing solo, practicing new flicking moves? A game lasts as many rounds as players wish (it changes up a bit if there are only two players). During the game, players alternate between playing the hall monitor (known as the Catcher) and mischievous penguin students (known as the Runners), so every player gets to be the Catcher once. In each round, players take turns flicking their penguins. Runners flick to go through doors and collect fish tokens attached on top of the doors (and escape the



Catcher). For every fish token collected, a Runner draws a card from the fish card drive pile. Meanwhile, the Catcher flicks to catch (bump into) Runners and take away their ID. The round ends when either a Runner has collected all three fish tokens or the Catcher has caught all the Runners. At the end of every round, players draw cards from the fish card draw pile – a card for each ID. So, if you are a Runner who didn't get caught, you get a card. If you got caught, well, better luck next time! The Catcher always draws at least one card (for his own ID) and as many cards as the number of IDs captured during the round.

MAY THE BEST PENGUIN WIN

As cute as these penguins are, they're also competitive. After all the rounds are played, the winner of the game is determined by counting the victory points on the fish cards drawn during and at the end of every round. The player with the highest total of victory points is the winner, meaning that they are very cool and should move to Antarctica right away.

AWARD-WINNING PENGUINS

Ice Cool was first launched in June 2016 and has already received several awards: "Best Children's Game 2016" at the UK Games Expo Award 2016 (UK); Silver Award in the "Game Expo Player Award" category at the Imagination Gaming Family & Education Games Awards 2016; "2016 Game of The Year" award in the Kids Action Games category at Creative Child Awards; and the "Major Fun Award". *Ice Cool* has also received the Seal of Excellence from Tom Vassel at *The Dice Tower*.

ACTIVE FAMILY BONDING TIME

Ice Cool is a wonderful game for that much-needed family bonding time. Gather around the board, put away those smartphones, and swap swiping for flicking. It's an active game, so be ready to roll up your sleeves and move around the table to find the best position for a perfect flick. The time your family will spend in the company of these rascal penguins is guaranteed to be fun!

...

The Penguins' Godfather! *Ice Cool* is the result of a team effort. One of the minds behind it is Egils Grasmanis, the CEO of the board game publisher and distributor Brain Games, as well as a board game enthusiast and a pioneer of board-gaming culture in the Baltic States. He's also a flicking master with some serious trick shots up his sleeve. Egils is also a father of three and enjoys playing *Ice Cool* with his kids.



evolution CLIMATE

EVOLUTION: CLIMATE STAND-ALONE GAME

NSG 520..... \$59.99 | Available November 2016!

When we first started working on *Evolution*, we knew there were lots of great product extensions we could release. Clearly, a climate and environment edition was foremost in our minds. In fact, since the environment forces a large majority of evolutionary changes, not having a climate aspect in *Evolution* was the biggest, missing thematic element in the game. But, we also knew that accurately depicting climate in *Evolution* would require some rethinking of the game, so we waited until we had a few thousand plays among us before launching into this endeavor.

Like the climate it is trying to simulate, *Evolution Climate* went through several distinct eras in its development.

In the beginning, Nick Bentley and I came up with an architecture for *Evolution: Climate* that was extremely simple to understand. I call this time period the 'Cryptic' era since it takes place before the game had any life. We decided early on that we wanted a Climate Track that would allow the climate to get colder or hotter with corresponding effects. The original Climate Track was very elegant with each movement being exceedingly impactful to the game.

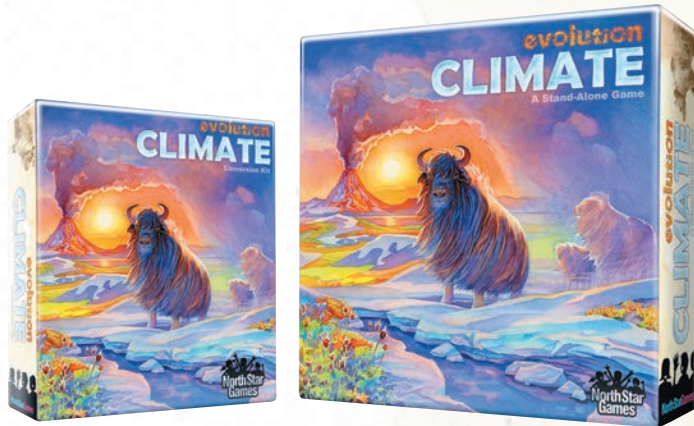
We soon realized people wanted a more nuanced experience, especially players who had never played *Evolution*, so we created more spaces on the Climate Track with less impactful changes between the spaces. The gameplay experience became more fluid and better integrated. This time period shall henceforth be known as the 'Paleozoic' era because it ended with the biggest mass extinction of mechanics that *Climate* has ever endured (the Great Permian Extinction).

One of the gameplay elements we missed during the Paleozoic era was the ability to develop a plethora of species. Mother Nature was so harsh that it took your entire focus just to keep one species alive (two if you were lucky). But, in reality, our planet teems with diversity when the climate is warm. So we threw everything out the window (the Great Permian Extinction) and worked on a system that would reward tons of species when the weather was warm, but would punish that strategy when the weather was cold. During our research, we came across the "Surface Area to Volume Ratio" which is what drives the phenomenon in reality. So we added a simplified version of the phenomenon to the Climate Track. The result is that large species have a difficult time dissipating heat when the climate is hot (resulting in population loss in the game), and small species have a difficult time retaining heat when it is cold (you guessed it, resulting in population loss). This made *Climate* tremendously more thematic and varied, but it also grew the complexity of the game. It was during this time period that *Climate* crossed the divide from potential gateway game into a meaty game for veteran gamers. This time period has become known as the 'Mesozoic' era because it is the era in which everything as we know it began to emerge.

Once we crossed that divide, we increasingly saw *Climate* as having the potential to become a favorite like *Terra Mystica*, *Scythe*, and *Blood Rage*, so we gave ourselves more leeway with the development of the game. One thing holding back the design was our desire to make it

EVOLUTION: CLIMATE CONVERSION KIT

NSG 525..... \$29.99 | Available November 2016!



an expansion for *Evolution*, that is, we did not want to change the base game at all. However, *Evolution* was not designed with the climate in mind, so it was not fully integrating with the climate theme. In the end, we had to modify 38 cards from *Evolution*, create a new central Watering Hole, and allow species to have four traits (you need that extra trait card to help protect you from the elements – believe me)! All of this happened during the 'Cretaceous' part of Mesozoic era.

That is why we have two *Evolution Climate* products: the *Climate* conversion kit, which converts your *Evolution* game into *Evolution Climate*, and the *Climate* stand-alone game for players who do not yet have *Evolution* and want to jump right into the richest *Evolution* experience out there.

The final development time period is the 'Cenozoic' era. This when the Climate Event cards became fully integrated into the game. Back in the Paleozoic Era we thought of the Event cards as being too complicated for casual gamers, so we limited their influence on the game. But after the Cretaceous period, we realized that in order to correctly simulate climate, we needed more random environmental events. More importantly, since our target audience for the game was serious, veteran gamers, we knew they could handle it. Now *Climate* comes fully equipped with Wildfires, Volcanic Eruptions, Glacial Thaws, and epic Meteors!

...

Dominic Crapuchettes is the Founder and Co-President of North Star Games. His great passion for games took him from captaining an Alaskan commercial fishing boat to starting the most innovative board game company on the planet. Three of the games he designed or co-designed (Wits & Wagers, Say Anything, Evolution) have sold over 2 million units combined.



Wrath of Dragons

A 'RESOURCE DESTRUCTION' GAME

Take on the mantle of a most powerful dragon. Awaken each century, terrifying and rapacious. Lay waste to settlements and cities. Burn crops... Consume flocks... Hoard treasure...

And pass into legend as the greatest dragon of any age!

A "resource destruction" game.



AVAILABLE NOW

www.catalystgamelabs.com

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Panic®

Through the Years: A Retrospective on the Panic Line

This September marks seven years since the release of *Castle Panic*. Since that time, we've added three variations and two (soon to be three) expansions to what is now the *Panic* line. But, how did this series of games develop?

SETTING THE CORNERSTONE

In 2000, I played *Settlers of Catan* and rediscovered my long-forgotten love for board games. I couldn't believe how tabletop games had changed while I had been playing video games. Talk about a misspent youth! After eating and breathing as many games as I could get my hands on, I looked for, but couldn't find a game in which all the players work together. So, I set out to make a cooperative game. Several themes were considered, but having players defend a castle from a siege of monsters sounded like the most fun. That game would become *Castle Panic* (2009), the cornerstone of the *Panic* line. It's an easy-to-learn, gateway game that introduces people to the hobby and was a surprise hit. The first print run sold out in 10 weeks!



DEEPENING THE PLAY



We knew some players would want a deeper experience, so I began work on the first expansion. In 2009, we released *The Wizard's Tower*, which is named for the new, larger tower that replaces one regular tower and allows players to draw from a deck of wizard cards with powerful spell effects. *The Wizard's Tower* takes *Castle*

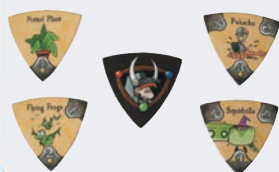
Panic to a whole new level and incorporates more complex ideas like magic, flying monsters, Mega-boss monsters with lasting effects, fire, and more. The new choices and strategies it provides has fans describing it as a must-have.

CREATING A CINEMATIC FEEL

Fans were clamoring for more *Castle Panic* at that point and some were asking for a reskin with zombies. But a reskin didn't make sense to me. If you have zombies in your game, they are going to affect play in a different way. A castle defense and the zombie apocalypse are not interchangeable, after all! In 2013, we released *Dead Panic*. Now, players are characters in the game, moving around the board, collecting items and weapons, and holding off a never-ending tide of undead. Guns run out of bullets, and players fight zombies hand-to-hand. If a player loses enough health, they don't just die – they become zombies and actually switch sides, trying to defeat their former teammates! Players win by collecting three radio pieces from Survivors and calling for help, which summons a rescue van that players must reach alive. It's an incredibly cinematic experience and truly stands apart from *Castle Panic*.



BACKSTABBING WITH STEVE JACKSON GAMES

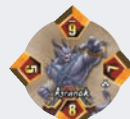


Our next variation, *Munchkin Panic*, required licensing the *Munchkin* brand from Steve Jackson Games. This game turns the friendly, "all-for-one" gameplay of *Castle Panic* on its head with the "all-for-me" hilarity of *Munchkin*. At its core,

Munchkin Panic takes the Master Slayer version of *Castle Panic* and turns it up to 11. Players no longer have to worry about defending that needy castle. It's all about collecting monster carcasses and Treasure. Players choose characters with abilities based on the *Munchkin* Races and Classes and use Curse cards and Monster Enhancers against each other as they backstab for points. In true *Munchkin* form!

DARKENING THE EXPERIENCE

In 2015, we returned to the story of *Castle Panic* by releasing *The Dark Titan*. This expansion awakens Agranok, an 8-point villain that attacks the castle with an army of new monsters. New mechanics, including banishing cards from the game and Elite monsters that dodge attacks, are added to the fun. Players get new cards that bring greater flexibility and the Cavalier, a horse-mounted warrior that moves to intercept monsters anywhere on the board. The addition of Support Tokens finally meant that not everything in the pile of monsters was out to get you! These tokens are moved by the players and activate helpful bonuses if they can reach the castle. If...



GOING BOLDLY WITH USAOPOLY

Star Trek Panic (released this year) was the result of a fantastic partnership with USAopoly for the 50th Anniversary of *Star Trek*. Every step in the process was a pleasure. One of the most fun moments was when we realized we could have a model of the U.S.S. Enterprise replace the castle. Mind. Blown. Creating combat rules for classic enemies like Klingons, Romulans, and Tholians was a thrill, and basing missions on the original episodes required lots of "research" (i.e., binge-watching the whole series). To capture the feel of the original show, we made the crew into playable characters with abilities. Players must complete five missions before the *Enterprise* is destroyed to win. USAopoly did a great job publishing *Star Trek Panic*, and it's a real treat for *Star Trek* fans (i.e., everyone).



BUILDING THE PANIC

On November 23rd of this year, we'll be adding *Engines of War*, the 3rd *Castle Panic* expansion to the line. Now players can use brick, mortar, rope, and wood in a simple economic system to build equipment that can be placed on a Castle Keep and traps that can be set in the path of the monsters. New threats, like the Shaman and Breathtaker, challenge the players, while siege engines give the monsters new ways to breach the castle walls.

And we're not done yet! New expansions and variations are in the works and will continue to provide new and deeper experiences for fans of the original *Castle Panic* and for players looking for something familiar but unique.



Justin De Witt is the Chief Creative Officer and co-owner of Fireside Games with his wife and CEO, Anne-Marie De Witt. His previous designs include *Castle Panic*, *The Wizard's Tower*, *Star Trek Panic*, and *Dastardly Dirigibles*.





1754 CONQUEST

The French and Indian War

The Year is 1754. France and Britain have thriving colonies in North America. New England has begun expanding into the Ohio River Valley, but France has built a chain of forts extending from Lake Erie to protect their own claim on the land. Now fighting has erupted.

France and its Native American Allies control the Ohio Valley but George Washington prepares an army to take it from them. A small war has started in the colonies between France and Britain, one that will quickly ignite a World Wide War, engulfing the Americas, Europe, India, and Scandinavia.

1754: Conquest is an area control game that continues the award winning **Birth of America** Series. Complete the trilogy with **1775: Rebellion** and **1812: The Invasion of Canada**.

Simple & Fun - Easy to learn, quick play without waiting

Educational- Learn about this important chapter in history

Strategic - Command your armies to change the course of history

Teamwork - Interactive play allows for group objectives and decision making

Ages: 10+, Players: 2-4, Playing Time: 1-2 hrs,
MSRP: \$70, Code: AYG 5354



Available Soon
www.AcademyGames.com



HOLIDAY SHOPPING 101

Finding the perfect gift is incredibly satisfying, yet surprisingly difficult. It's one of my favorite things about the holidays! With the plethora of new games releasing this year, it is an even more daunting task. However, the look on the receiver's face when you present your token of affection is well worth the effort. But where to start?

No matter how much you love a particular game, it may not be the right choice as a gift for someone else. Maybe they already have a copy, or it's the wrong number of players, or even the wrong type of game. This is where a little bit of homework will go a long way.

YOUR GAMING GROUP FRIENDS

If you are looking for a gift for a member of your gaming group or another hardcore gamer, consider what types of games they usually gravitate towards and what games they already own. Do they like to play lighter/shorter games or epic 4X battles? Do you have a way to sneak a peek at their board game collection to check if your potential purchase is already on the list? Maybe you happen to know their BGG user name and can check out their online game database. These will all help you hone in on the right game or at least narrow the options.

New arrivals are great for the gamer that already has a huge collection. If your friend already owns *Lanterns: The Harvest Festival*, they may be interested in the expansion, *Lanterns: The Emperor's Gifts*, arriving in December to participating stores.

CASUAL GAMERS AND FAMILY MEMBERS

If your holiday target is a less avid gamer, you might want to start with more beginner friendly games, but tie it in with a strong theme that will appeal to them. Find out what interests they have and pair it with the perfect game. What do you have in common that could be related to a board game?

Looking for a gift for the gardener in your family? *Lotus* is a simple yet beautiful game that will appeal to nature lovers and anyone who enjoys interesting strategic choices.

GAMES FOR YOUR SIGNIFICANT OTHER

If you're looking for something you can do together, games are a great choice. Cooperative games can help if one player is more familiar with games than the other, but you must be careful to equally share the choices. If one player is too over bearing, the other will be bored or worse! You may also want to consider party games that you can enjoy with the company of your friends for a more casual gamer.

***FUSE* is an intense co-op game that scales perfectly for 2-5 players. Work as a team to defuse the bombs and celebrate together when you complete this fast paced challenge!**

GAMES ON A BUDGET (OR RUNNING OUT OF SPACE?)

The holidays can be a real drain on the budget, but you'll feel terrible if you leave someone out. The last few years have seen an explosion of awesome micro games that will save you money, but deliver a quality experience.

Need a great two-player game that fits into your shopping budget and on your shelf? *The Blood of an Englishman* is an asymmetrical, two-player game for only \$15. The art will pull you in, while the strategy will captivate you.

If you're not even sure where to start, try checking in with your favorite local game store (FLGS). With so many new games each week, specialty hobby stores can be an invaluable resource. Their carefully curated selection will allow you to browse through games and often demo several options before making your final selection. They'll know what's been selling well to other similar gamers and they're invested in helping you find the right game. You'll also be supporting a small local business!

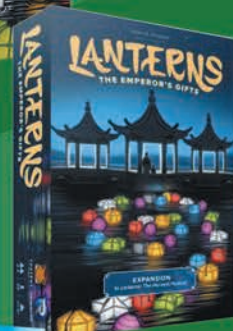
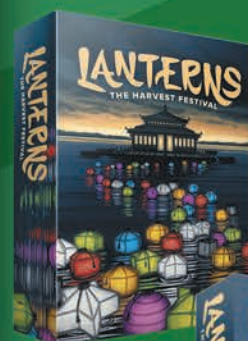
Preparing for a larger crowd during the holidays? *Dicey Goblins* is a blast with a large group and is short enough to play between other family activities!

More than anything, make sure that you find a game you'll be excited to share with someone else. Your enthusiasm will go a long way towards adding to the fun of the game. There are so many wonderful choices that with just a little effort, you'll find the perfect gift!

Everyone Loves Pets! Do your friends spend the weekends hanging out at cat cafés or are they always showing you adorable pictures of their dog? Check out *Kitty Paw* or *Doggy Go*!

...

Sara is the Director of Sales and Marketing at Renegade Game Studios and Co-Owner of Rook's Comics and Games. When she's not playing board games, traveling to conventions, or training her dog, you might find her hiking in the wilderness of Montana.



GAMES

INFLATABLE WW2

Scheduled to ship in November 2016.

17PDR SHELL

(USED BY THE SHERMAN/FIREFLY)

ALC RHSHELL003..... \$15.00

75MM AP SHELL

(USED BY THE M4 SHERMAN)

ALC RHSHELL001..... \$10.00

88MM SHELL (USED BY THE TIGER 1)

ALC RHSHELL002..... \$15.00



ASMODEE EDITIONS



AYE DARK OVERLORD! (THE GREEN BOX)

No Evil Wizard or Dark Overlord throws in the towel after just one battle, and the fantasy storytelling game is back for round two with *Aye, Dark Overlord! The Green Box*. Whenever an Emperor fails to quash a rebellion or an Evil Duke kidnaps the wrong heir, someone has to take the blame. In *Aye, Dark Overlord!*, players tell their best excuses to an unforgiving master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. *Aye, Dark Overlord! The Green Box* is a new version of the game that's a complete game on its own, but can also be paired with *The Red Box* or the original Fantasy Flight Games version of the game for even more variety! Scheduled to ship in December 2016.

ASM ST11 \$24.95



AYE DARK OVERLORD! (THE RED BOX)

Aye Dark Overlord! The Red Box is the classic version of the storytelling party game where Servants give their best excuses to appease their evil master - lest they suffer the wrath of their Dark Overlord! Hint cards give the players a framework for their story, but it's up to their wits to avoid the Withering Looks of the Dark Overlord and live to serve another day. Scheduled to ship in December 2016.

ASM ST10 \$24.95

ALLIANCE GAME DISTRIBUTORS



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #203

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases. GTM 203 \$3.99

ALC STUDIO



FIRETEAM ZERO: EUROPE CYCLE EXPANSION

Face the Bloodless in the Old Country! This first expansion to *Fireteam Zero* introduces the Bloodless, another entirely new monster family! Plus, enhance your Specialists with all-new powers! The *Europe Cycle* also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Lost Children", "Lightning Hunt", and "The Last Road"). Scheduled to ship in November 2016.

ALC FTZ02 PI

KEY

There are symbols and terms found throughout *Game Trade Magazine*. They mean the following:

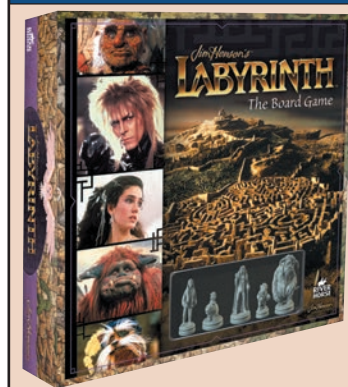
Offered Again (O/A)

These items have been offered before in *Game Trade Magazine* and are available again for you to order. Don't forget to order what you missed the first time.

PI

Your store will set the price for all items labeled "PI". Check with your retailer

SPOTLIGHT ON



JIM HENSON'S LABYRINTH: THE BOARD GAME

Will Sarah manage to defeat Jareth and his Labyrinth, or will the Goblin King turn little Toby into a goblin babe? You have thirteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, *Labyrinth*! Scheduled to ship in November 2016.

ALC RHLAB001 \$50.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON

MYSTIC VALE: VALE OF MAGIC EXPANSION

The forces of nature and Gaia's blessings are not enough to stop the curse from spreading throughout the Valley of Life! The druidic clans are now harnessing the power of arcane magic to repel the blight and heal the land. While arcane magic offers tremendous power, it can quickly overwhelm those who are unable to control it. The *Vale of Magic Expansion* adds new advancement and vale cards to the base *Mystic Vale* game, giving players more card-crafting options and exciting new possibilities for powerful combos!

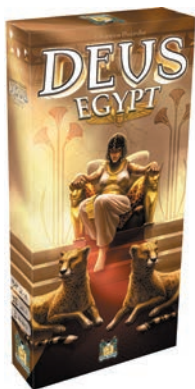
AEG 5864..... \$29.99



AEG 5884..... \$24.99

SIEGE

Brains & Brawn! As a would be King, you control a castle of brave warriors and crafty subjects. To win you must move your forces wisely, deduce your opponent's plans, and strike when the opportunity presents. Lose your King and your opportunity to rule dissolves. Defeat your foes and your place in history will be remembered forever! *Siege* is an elegant game of deception, intrigue, and deduction. Scheduled to ship in December 2016.

**DEUS: EGYPT EXPANSION**

Take control of the legendary civilization of Egypt in *Deus Egypt*, the first expansion to *Deus*. Inspired by the challenges and achievements of Ancient Egypt, *Deus Egypt* adds a whole new realm of choices to your base game with 96 new building cards. Fully compatible in any combination with your current *Deus* building cards, you can choose to swap out certain groups, or use the entire new deck on its own. Scheduled to ship in December 2016.

ASM DEUS02.....\$29.99

ATLAS GAMES**OFFERED AGAIN****O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)**

R'lyeh is a terrible and ancient city, risen from the depths of the Pacific by a great curse. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In *Lost in R'lyeh*, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a profane idol, to dreams of a dark cult, to landfall in a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity - or be forever lost in R'lyeh!

ATG 1370.....\$14.95

**AVALANCHE PRESS****PANZER GRENADIER: KOREAN WAR - COUNTER ATTACK**

Driven back into the Pusan Perimeter, American and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, tank-led forces surging northward and other units landing by sea at Inchon, the United Nations rapidly turned their victory into a North Korean rout. Featuring *Fourth Edition* rules and full-color player aids, *Counter Attack* is a complete boxed game in the *Panzer Grenadier* series based on these fearsome battles. Scheduled to ship in January 2017.

APL 0329.....\$89.99

BATTLEFIELD PRESS**D6 EDITION: NINJA HIGH SCHOOL THE ANIME AND MANGA RPG**

Celebrating 30 Years of NHS Manga Craziness! Jeremy Feeple's just your average high-school kid living in Quagmire, your not-so-average small town. Then, two lovely young ladies enter his life: Ichikun "Ichi Koo" Ichinohei, heir to a ninja clan, and Princess Asrial of Salusia. Both are intent on marrying him for their own benefit. Can Jeremy survive their affections and weaponry long enough to take that Steamology exam on Friday? Based on the fan-favorite comic book series created, written, and illustrated by Ben Dunn and powered by the D6 System, *Ninja High School: The Anime and Manga Role Playing Game* puts you in the driver's seat of the high-flying antics of NHS, complete with rules on how to build your own character, along with six different customizable archetype templates for quick play, such as Student, Teacher, Genius, Gun Bunny, Ninja, and Magus. Scheduled to ship in December 2016.

S2P BPINHS1.....\$39.95

**BATTLEFRONT MINIATURES****DUNGEONS & DRAGONS: STORM KING'S THUNDER**

Scheduled to ship in October 2016.

FIRE GIANT

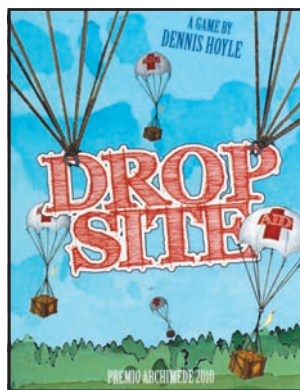
GF9 71053.....\$40.00

**FROST GIANT**

GF9 71054.....\$40.00

**STORM GIANT ROYAL GUARD**

GF9 71052.....\$50.00

BELLWETHER GAMES**DROP SITE**

Recipient of the Premio Archimede 2010 Carta Mundi Special Prize for Best Card Game, *Drop Site* is about coordinating humanitarian aid shipments. As parachutes of aid drift (quickly) to matching targets on the ground, will your opponents cause your packets to free-fall? Scheduled to ship in November 2016.

IMP BWR0111.....\$10.00

**THE PRINCESS AND THE GOBLIN**

Based on the masterful children's tale by George MacDonald! Young Princess Irene, sent away to the country to be raised in a place nestled into the side of a mountain that's half farmhouse and half castle, has stumbled into a conspiracy - of Goblins! Really, Goblins! Their evil plot threatens the king and his palace and, of course, Irene! Can you uncover the path home, or will the goblins catch you in *The Princess and the Goblin: A Game of Daring Escape!* Scheduled to ship in December 2016.

IMP BWR0511.....\$24.00

BEZIER GAMES**NEW YORK SLICE**

Slice! Choose! Eat! You've just been given a shot at being the head chef at the prestigious New York Slice pizza parlor. You and your fellow pizza chef wannabe's just have to make the most amazing pizzas...one slice at a time! Scheduled to ship in January 2017.

PSI BEZNYSL.....\$29.95

BRAIN GAMES**GAME OF TRAINS**

Be the first to get your traincars line in ascending, numerical order in *Game of Trains!* Scheduled to ship in August 2016.

BGP 5175.....\$12.95



ICE COOL

Fun Flicking Isn't Just Cool... it's Ice Cool! You won't believe it! These penguins are real rascals: if your flick is good enough, they not only can they slide straight, they'll make curves and even jump over the walls! Flick the Penguin! Snatch the Fish! Catch the Rascals! Scheduled to ship in August 2016.

BGP 5168 \$39.95



LOGIC CARDS

Train Your Brain! This set of 53 different Logic cards in various difficulty levels comes with instructions, answers, and a solutions app. Scheduled to ship in August 2016.

BLUE

BGP 5052 \$5.95

MATCHSTICKS

BGP 5205 \$5.95

YELLOW

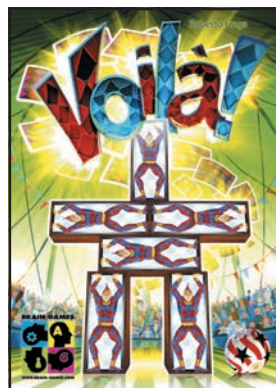
BGP 5120 \$5.95



OM NOM NOM

All those flies look so tempting - your frog might just catch them! But it's risky business as the hedgehog might be expecting this. "OmNomNom" and the frog is gone! Outguess your opponents, play your predator cards, and be careful not to be captured yourself! Scheduled to ship in August 2016.

BGP 5090 \$24.95



VOILA!

Agile acrobats, swift jugglers, and brave fire-eaters - that's circus as you know it, and, finally, you can be part of all of the fun! Voila! is a fast-paced dexterity and push-your-luck game that will challenge your agility and finger swiftiness. Scheduled to ship in August 2016.

BGP 5151 \$29.95

BUFFALO GAMES

300 PIECE PUZZLES

Scheduled to ship in September 2016.

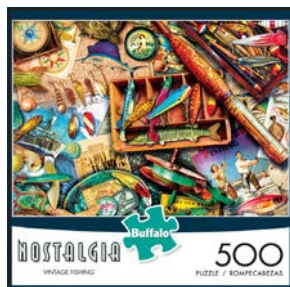


VIVID: NEON DAZZLE

BFG 2726 PI

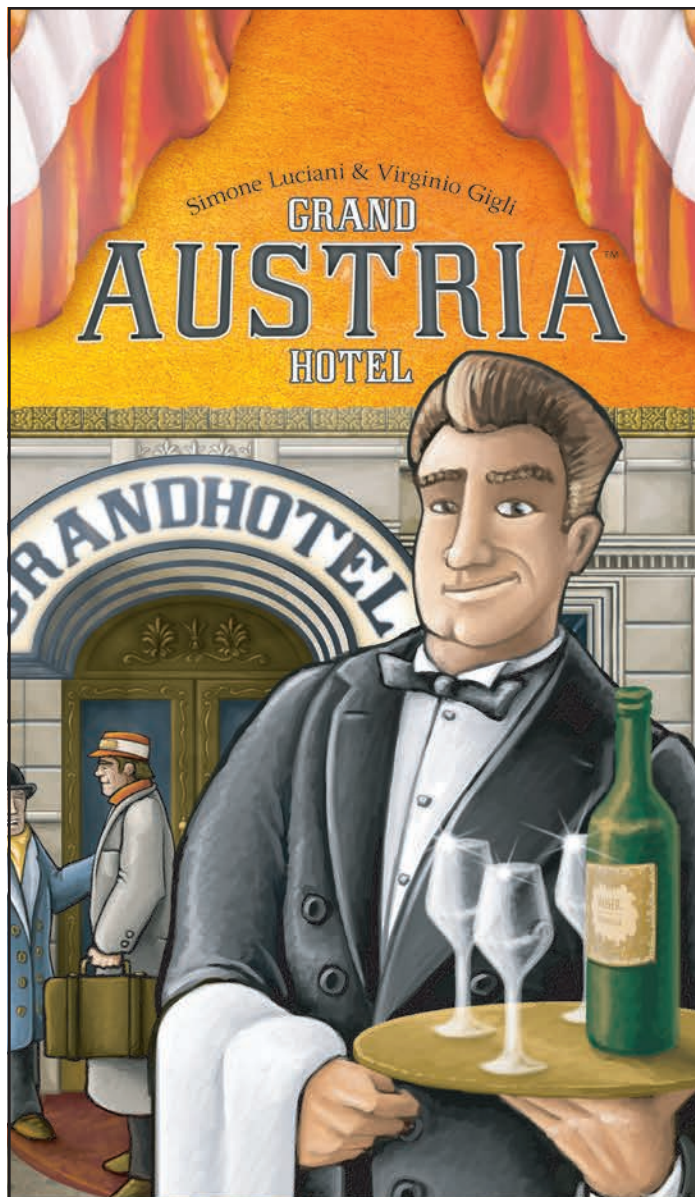
500 PIECE PUZZLES

Scheduled to ship in September 2016.



VINTAGE FISHING

BFG 3744 PI



Face the challenge and turn your little hostel into the Grand Austria Hotel!



Learn to Play!



2-4



45-60



10+



Mayfair Games®



mayfairgames.com

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750 PIECE PUZZLES

Scheduled to ship in September 2016.



CITIES IN COLOR: COPENHAGEN
BFG 17114 PI

1000 PIECE PUZZLES

Scheduled to ship in September 2016.



CARTOON WORLD - SAM'S GARAGE
BFG 11527 PI



COCA COLA: COKE IS IT
BFG 11266 PI



COCA COLA: MIGHTY REFRESHING
BFG 11267 PI



COCA COLA: POLAR BEARS
BFG 11265 PI



PHOTOMOSAIC: STAR WARS - WORLDS MOST DIFFICULT
BFG 3821 PI



TOY BOX TREASURES
BFG 11664 PI



VIVID: HOT AIR BALLOONS - WORLDS MOST DIFFICULT
BFG 3822 PI



SILLY STREET
Want your kiddos to have Grit? Character? Charisma? General awesomeness? DO NOT PASS GO, visit Silly Street! But, stay alert! The cards are the key to everything! Some of them award you points based on an action. Some are contests, where the winner moves. Some even allow you to grant points to another player. They are extremely silly and will keep everyone on their toes. Work your way down Silly Street, and whoever lands on the last spot first leads the group in an epic dance party and wins! Scheduled to ship in September 2016.
BFG 39501 PI



MONIKERS

The concept of Monikers is pretty simple - get your friends to guess a bunch of names (like Brian Boitano, Grimace and Robocop) that are printed on a set of cards. There are three rounds and each round has different rules about how you can give clues. Scheduled to ship in August 2016.

BFG 174 PI

BUSHIROAD



CARDFIGHT VANGUARD TCG: DIVINE DRAGON CAPER BOOSTER PACK DISPLAY (30)

Are you worthy to dance with the dragons? The exciting adventures of Team TRY3 continues in *Cardfight Vanguard G NEXT*! Featuring new trump cards from *Divine Dragon Caper* and cards that strengthen the *Ritual of Dragon Sorcery Trial Deck*, this 104-card expansion to the *Cardfight Vanguard Trading Card Game* is offered in 5-count boosters packed in 30-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403104-D PI



CARDFIGHT VANGUARD TCG: RITUAL OF DRAGON SORCERY TRIAL DECK DISPLAY (6)

A new player steps up to the plate with the *Ritual of Dragon Sorcery Trial Deck*! Introducing a new ability for the Shadow Paladin clan, as well as new Strides to work into your strategies, this Trial Deck for the *Cardfight Vanguard Trading Card Game* comes with a 52-card, pre-constructed Trial Deck, a Starter's Guide, a playmat, a Shadow Paladin Clan card, and a *Vanguard G NEXT* postcard. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403098-D PI

CAKEBREAD & WALTON



ONEDICE: SUPERS

OneDice Supers introduces an easy, quick, and flexible roleplaying game system for running Superhero campaigns, complete with a set of ready-made Supers and an adventure to get you flying! Scheduled to ship in December 2016.

S2P CW005011 \$11.99

ONEDICE: WW2

Introducing quick and easy roleplaying rules for the Second World War, *OneDice WW2* drops you straight onto the battlefields of the great world conflict of 1939-45. As the Allies join forces to fight the Axis Powers, and the science of warfare gets ever more deadly, it seems that civilization itself is in the balance. Whether as an enthusiastic recruit, a jaded veteran, or a noncombatant on a special mission, it's time to enter the grim and dangerous world of *OneDice WW2*! Scheduled to ship in December 2016.

S2P CW005012 \$11.99



CATALYST GAME LABS



SHADOWRUN: SIXTH WORLD TAROT

The Sixth World Tarot deck for Shadowrun is much more than just a tarot deck. Created by Echo and Lazarus Chernik for Catalyst Game Labs, the deck is a multi-tiered, masterfully illustrated game accessory for Shadowrun, Fifth Edition, and includes hundreds of puzzles, plots, and enigmas that can be at the heart of compelling campaigns. The Sixth World Tarot comes complete with 78 full-color tarot cards and a guidebook. Scheduled to ship in January 2017

PSI CAT27510 \$24.99

CATAN STUDIOS



CATAN: SCENARIO - SANTA CLAUS

Santa needs wool for his new coat and the coats of his elves. If you give Santa Claus wool on your turn, you may move him to a hex on the island of Catan. Once he arrives on the hex, he gives the settlers Christmas gifts and may even chase away the robber! This variant scenario for Catan is suitable as an add-on for up to six players and all expansions that include the Robber. Scheduled to ship in December 2016.

CSI CN3125 \$8.00

COMPASS GAMES



FESTUNG EUROPA

The long-awaited follow-up to the highly popular, card-driven game, *Shifting Sands: The Campaign for North Africa, 1940-1943*. Designed by Charles S. Roberts Award-winner Michael Rinella, *Festung Europa* allows players to step into the shoes of either the Allies, led by the United States and Great Britain, or the Axis, led by Germany and Italy. Scheduled to ship in September 2016.

CPS 1033 \$79.00

CRYPTOZOIC ENTERTAINMENT



BATMAN THE ANIMATED SERIES: ALMOST GOT 'IM CARD GAME

The villains of Gotham City have gathered for a poker night and to share stories about the time they nearly dispensed with that troublesome caped crusader, Batman. Little do they know that the Dark Knight Detective is in their midst, disguised as one of their own! Will the rogues be able to suss out the bat in their belly before he clandestinely subdues them? In this variant on the popular Werewolf-style deduction game inspired by the memorable *Batman: The Animated Series* episode "Almost Got 'Im", players take on the personas of classic Batman baddies in a game where everyone has something to hide and no one is safe. Scheduled to ship in January 2017

CZE 02408 \$20.00



GHOSTBUSTERS: THE BOARD GAME II

In this massive, stand-alone expansion to *Ghostbusters: The Board Game*, players take on the roles of the Ghostbusters as they investigate the Mood Slime that has flooded the city, causing earthquakes and riots in an attempt to bring Vigo and his minions back. Inspired by the *Ghostbusters* movies, comics, and toy lines, the Campaigns have players taking on the Scoleri brothers, riding the Statue of Liberty, and battling through Vigo's Ghost army. The numerous new Ghosts, enemy types, and Bosses will make ghostbusting an exhilarating challenge! Scheduled to ship in January 2017

CZE 02103 \$90.00



GHOSTBUSTERS: THE BOARD GAME II - LOUIS TULLY PLAZM PHENOMENON EXPANSION PACK

Play as Louis Tully (ear muffs and all!) in this campaign containing four scenarios, four new map tiles, nine new minis, and more tokens for the *Ghostbusters: The Board Game II*. This campaign culminates in a battle against the dreaded Giga-Plazm, which has taken the Manhattan Museum of Art from its foundation. Scheduled to ship in January 2017

CZE 02402 \$30.00



GHOSTBUSTERS: THE BOARD GAME II - SLIMER SEA FRIGHT EXPANSION PACK

For the first time ever, play as Slimer as he fights against Jack Higgins and his skeleton crew in this campaign containing four scenarios, four new map tiles, nine new minis, and more tokens for the *Ghostbusters: The Board Game II*. Scheduled to ship in January 2017

CZE 02392 \$30.00

SPYFALL 2

More players, more spies, more locations, and more terribly vague answers to half-baked questions! In this revised and expanded edition of *Spyfall*, now up to 12 players can play at once! Bigger games means more finger-pointing and shenanigans, while 20 new locations adds tons of crazy new fun to the fast-paced card game of bluffing, probing questions, clever answers, and suspicion. Scheduled to ship in January 2017

CZE 02128 \$25.00



CUBICLE 7



CALL OF CTHULHU: WORLD WAR CTHULHU - COLD WAR HARDCOVER

World War Cthulhu: Cold War throws *Call of Cthulhu* players into one of the most paranoid and chaotic conflicts of the 20th century - The Cold War of the 1970s. The tangled webs of the spymasters tear and rejoin, double and triple agents make their moves and counter-moves, and it's hard to be sure which side you're really working for. Nuclear destruction hangs over everyone, and a few people at the heart of western intelligence continue their personal battle against the insidious influence of a much older enemy... Scheduled to ship in January 2017

PSI CB71970 \$44.99



DOCTOR WHO RPG: ALL THE STRANGE STRANGE CREATURES HARDCOVER

All the Strange, Strange Creatures is aliens. Aliens the Doctor has encountered on his adventures, aliens he has not yet met, and aliens he hopes never to meet again. From Daleks and Cybermen, to the Vashia Nerada and the Skovox Blitzers, this supplement for the *Doctor Who Roleplaying Game* provides details of some of the alien races that the Doctor has encountered. As well as providing rules and background for each of the aliens included, this supplement also gets beneath the skin of each of them. What makes them tick? What do they do? How do you use them in your adventures? What sort of stories do they appear in? What else might you do with them? And how do you go about making up your own aliens? Scheduled to ship in October 2016.

PSI CB71123 \$39.99



DOCTOR WHO RPG: PATERNOSTER INVESTIGATIONS HARDCOVER

Welcome to the Victorian Age! *Paternoster Investigations* takes your *Doctor Who Roleplaying Game* to the Victorian era: favorite haunt of the Doctor and home to the Paternoster Gang. Victorian London and the particulars of the age are laid out in all their varied splendours! Scheduled to ship in January 2017

PSI CB71127\$34.99

CZECH GAMES EDITION



ADRENALINE

Adrenaline brings the classic first-person shooter video games to your table. Grab some ammo, take a gun, and start shooting! Build up an arsenal for a killer turn! Plus, combat resolution is quick and diceless - and if you get shot, you get faster! *Adrenaline* includes five large-scale combatant miniatures. Scheduled to ship in November 2016.

CGE 00037\$69.95



ALCHEMISTS: THE KING'S GOLEM EXPANSION

Can you figure out how to animate a golem? And, equally important, can you convince the king you are making progress? *The King's Golem* brings four, new logic puzzles with new rewards and consequences to *Alchemists*: Startup Funding, Busy Days, The Royal Encyclopedia, and The Golem Project. Scheduled to ship in November 2016.

CGE 00038\$39.95

DAYS OF WONDER

SPOTLIGHT ON



SMALL WORLD: RIVER WORLD EXPANSION

Armed to the teeth, a ferocious bunch of pirates is descending the river, directly threatening your harbors. How will your Merchant Dwarves fare against the sea rats? Maybe you should have left before, as the Elves did... they told you that they had foreseen great trouble in the Temple of the Seer, but as usual, you didn't listen. After the pirates, who knows what could happen? In *Small World: River World*, players will discover new maps full of water regions haunted by merciless pirates. They'll need to defend their precious harbors against them, fight them on the river, and still keep an eye on their opponents! Some regions, such as the Shipyard or the Temple of the Seer, may help them to gain the upper hand, but in *River World* there's still not enough room for everybody. What's more, random events will trigger on each turn to add to the chaos! Scheduled to ship in November 2016.

DOW DO7922\$24.99

DIAMOND COMIC DISTRIBUTORS



MUNCHKIN #21

Seeking fame and honor, Spyke enters a tournament of honorable knights. It doesn't end well. Scheduled to ship in September 2016.

DIA JUL161385PI

MUNCHKIN #22

Everybody was kung-fu fighting! Especially Flower, as she combats her way through ninjas on a quest to avenge her master. And, we got a backup full of braiiins! The zombie apocalypse has begun in the world of *Munchkin*! Scheduled to ship in October 2016.

DIA AUG161381PI

MUNCHKIN #23

Spyke and Flower head down the rabbit hole for a Wonderland-themed adventure! Scheduled to ship in November 2016.

DIA SEP161452PI

DAILY MAGIC GAMES



VALERIA: UNDEAD SAMURAI EXPANSION PACK 2

This Expansion Pack for *Valeria: Card Kingdoms* introduces the Undead Samurai, their powerful Lord that lurks in the shadows, a new Duke, and five Event cards that are shuffled into the Exhausted stack. Scheduled to ship in November 2016.

DMG VCK003\$5.00

VILLAGES OF VALERIA: GUILD HALLS EXPANSIONS

Scheduled to ship in December 2016.

PACK 1 DMG VOV004\$5.00

PACK 2 DMG VOV005\$5.00

ENTERPLAY



SUPER MARIO CHALLENGE COIN DISPLAY (24)

Mario and his friends flip into action with the all-new *Super Mario Challenge Coin Blind Packs*! These high quality, 1.5" collectible coins are large, substantial, vibrant, and feature *Super Mario* fan-favorites like Yoshi, Bowser, Princess Peach, and more. Also included in the pack are stunning foil-stamped clear stickers. Scheduled to ship in December 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

ETP SM-CC5325\$54.00

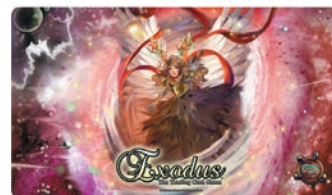
EXISTENCE GAMES



EXODUS TCG: GOLD ENERGY PLAYMAT

An official *Exodus Trading Card Game* playmat featuring gold energy artwork! Keep your cards clean and play your game in style. Scheduled to ship in October 2016.

EXE 70019\$19.99



EXODUS TCG: VICTORY KEEPER OF THE ORDER PLAYMAT

An official *Exodus Trading Card Game* playmat featuring the beautiful Victory, Keeper of the Order! She's cute, but the antlers crowning her head warn opponent's that she will protect her fellow Order creatures at all costs. Keep your cards clean and play your game in style. Scheduled to ship in October 2016.

EXE 70023\$19.99

EVIL HAT PRODUCTIONS

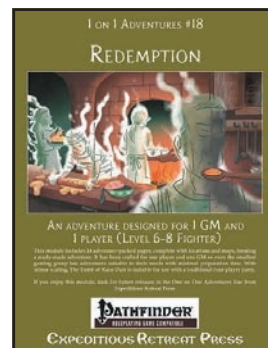


YOUNG CENTURIONS: SALLY SLICK AND THE MINIATURE MENACE PAPERBACK

In her second adventure, Sally takes on cultists, hunts down magical artifacts, and meets some familiar faces at the Circus Europa. Scheduled to ship in October 2016.

EHP 2016\$15.00

EXPEDITIOUS RETREAT PRESS



PATHFINDER: 1-ON-1 ADVENTURES #18 - REDEMPTION

For many generations following Halueth Aridryll's death, his keep remained abandoned, preserved from ruin by ancient elven magic. From time to time, the children's children of the tragic lovers sought to claim the keep for their own. Such efforts, invariably, failed, and the line of Aridryll faded into obscurity. But now, destiny awaits! Castle Aridryll, the forgotten keep in a hidden valley, extends its curse over all who enter its domain. The last heir of the line of Aridryll represents the final hope of salvation for the keep and its builder, a fallen elven paladin whose soul burns in eternal torment! *Redemption* is a *Pathfinder*-compatible adventure designed for a single GM and player (Level 6-8 Fighter). Scheduled to ship in December 2016.

IMP XRP6018\$16.00

EXPLODING KITTENS



EXPLODING KITTENS FIRST EDITION (LIMITED)

A card game for people who are into kittens... and explosions... and laser beams... and sometimes goats. *Exploding Kittens* is a highly strategic, kitty-powered version of Russian Roulette. Players try to avoid drawing Exploding Kittens (which boot them from the game) using catnip sandwiches, deploying special ops bunnies, and seeking out the wisdom of an all-seeing goat wizard. This limited First Edition version comes with a meowing box. Scheduled to ship in September 2016.

EKG 1ED\$22.60



EXPLODING KITTENS NSFW EDITION

A card game for people who are into kittens... and explosions... and laser beams... and sometimes goats. *Exploding Kittens* is a highly strategic, kitty-powered version of Russian Roulette. Players try to avoid drawing Exploding Kittens (which boot them from the game) using dirty sasquatch underpants, releasing the torture bunnies, and drinking an entire bottle of bald eagle tears. This game is wonderfully inappropriate, super fun, and easy to learn. The NSFW version of the game contains the full version of *Exploding Kittens*, but the artwork on each card has been replaced with content deemed "too horrible and amazing" to be used in the standard *Exploding Kittens* game! Scheduled to ship in September 2016.

EKG NSF1-1\$19.00



EXPLODING KITTENS ORIGINAL EDITION

A card game for people who are into kittens... and explosions... and laser beams... and sometimes goats. *Exploding Kittens* is a highly strategic, kitty-powered version of Russian Roulette. Players try to avoid drawing Exploding Kittens (which boot them from the game) using catnip sandwiches, deploying special ops bunnies, and seeking out the wisdom of an all-seeing goat wizard. Scheduled to ship in September 2016.

EKG ORG1-1\$19.00

FANTASY FLIGHT GAMES



ANDROID NETRUNNER LCG: MARTIAL LAW DATA PACK

Shock and awe are the order of the day in *Martial Law*, the fifth and penultimate Data Pack in the *Flashpoint Cycle* for *Android: Netrunner*. Starting with two new neutral currents, one each for Runner and Corp, the expansion's sixty new cards (three copies each of twenty different cards) find the city of New Angeles plunged in chaos. As the U.S. government moves to intervene, order will be restored to the world's largest city - one way or another. But when this new order is established, who will be viewed as the winners? And what will they have gained? Scheduled to ship in December 2016.

FFG ADN40\$14.95



ANDROID NETRUNNER LCG: QUORUM DATA PACK

The *Flashpoint Cycle* of Data Packs for *Android: Netrunner* has been full of desperate and violent Corps. Now, at the cycle's conclusion, the U.S. government threatens to strip New Angeles of its privileges as a special commerce zone, and *Quorum* gives us sixty new cards (three copies each of twenty different cards) that focus on getting back to business as usual. That means you'll find Runners being Runners while the Corps invest in their futures, deploy advanced new economic operations, bribe powerful and highly connected politicians, and layer their servers with the world's newest and most bleeding-edge ice. Scheduled to ship in December 2016.

FFG ADN41\$14.95

FEATURED ITEM



ARKHAM HORROR LCG: THE DUNWICH LEGACY EXPANSION

Months ago, three Miskatonic University professors armed themselves with secret knowledge, traveled to Dunwich, and brought an end to the strange and terrifying creature that had been terrorizing the secluded village. Their story, however, didn't end there. It continues in *The Dunwich*

Legacy, the first deluxe expansion for *Arkham Horror: The Card Game*, when Dr.

Armitage becomes concerned about his colleagues' disappearances - and asks you to help find them! With its five mini cards and 156 full-size cards, *The Dunwich Legacy* introduces two scenarios and allows you to delve into their mysteries with five investigators and fifty-nine player cards. Scheduled to ship in December 2016.

FFG AHC02\$29.95



DRAGON SHIELDS: (100) MATTE

APPLE GREEN FFG DSH118\$10.99

IVORY FFG DSH117\$10.99

SKY BLUE FFG DSH119\$10.99



A GAME OF THRONES LCG: 2ND EDITION - TYRION'S CHAIN CHAPTER PACK

The War of the Five Kings has reached its tipping point, and in the end, the man who sits upon the Iron Throne may be determined by nothing more than pure luck. With *Tyrion's Chain*, the sixth and final Chapter Pack in the War of Five Kings Cycle for *A Game of Thrones: The Card Game*, you'll find plenty of new support for Summer and Winter decks, inviting you to draw your strength from the warm zephyrs of summertime or the howling gales of winter. Plus, you'll discover iconic characters entering the game for the first time, including Qhorin Halfhand, Salladhor Saan, Podrick Payne, and Ser Arys Oakheart. Scheduled to ship in December 2016.

FFG GT14\$14.95



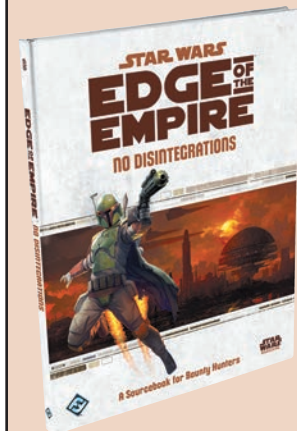
THE LORD OF THE RINGS LCG: RACE ACROSS HARAD ADVENTURE PACK

In *Race Across Harad*, the second Adventure Pack in the *Haradrim Cycle* for *The Lord of the Rings: The Card Game*, its new scenario pits your small band of heroes against dozens of wars and their riders in a frantic race to the Ford of Harnen. Simultaneously, *Race Across Harad* enhances your deck-building options with a new Dunedain hero, plus three copies each of nine different player cards offer support for everything from Mounts and side quests to the Doomed keyword, and decks that build around specific pairs of Traits. Scheduled to ship in December 2016.

FFG MEC57\$14.95



SPOTLIGHT ON

**STAR WARS RPG: EDGE OF THE EMPIRE - NO DISINTEGRATIONS HARDCOVER**

As a Bounty Hunter, you have a galaxy-wide license to hunt and even, if you like, kill. There aren't many rules you adhere to, but there are many that fear you. A sourcebook for *Star Wars: Edge of the Empire, No Disintegrations* offers you the tools to succeed in your hunt, and the material that Game Masters need to make that hunt as thrilling as possible. Within you'll find new species, specializations, iconic ships, and sophisticated gear, and brings iconic ships like the *Aggressor*, the *Kihlrazz*, and the *YV-666* into the game. Scheduled to ship in December 2016.

FFG SWE16 \$29.95

**STAR WARS X-WING MINIATURES GAME: ROGUE ONE - TIE STRIKER EXPANSION PACK**

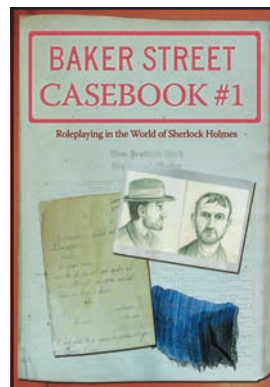
The sleek and agile TIE striker was developed primarily by Imperial forces stationed on planetary installations, where its adaptive ailerons and potent weaponry made it an excellent safeguard against Rebel incursions. The *TIE Striker Expansion Pack* for *X-Wing* contains one highly detailed and pre-painted miniature TIE striker, along with six ship cards and three upgrades. These reflect the ship's exceptional, atmospheric maneuverability, as well as its use in Imperial swarm tactics. Scheduled to ship in October 2016.

FFG SWX63 \$14.95

**STAR WARS X-WING MINIATURES GAME: ROGUE ONE - U-WING EXPANSION PACK**

The Rebel Alliance used the U-wing to deploy troops under the cover of darkness or into the midst of dangerous situations. You can use the *U-wing Expansion Pack* for *X-Wing* to transport Jyn Erso and the other heroes of *Rogue One: A Star Wars Story* straight to your tabletop. It features one highly detailed and pre-painted miniature U-wing with articulated wings that can pivot back and forth, along with four ship cards and fourteen upgrades. Conduct espionage. Promote Rebel bravery. Pivot your ship's wings to real effect. The *U-wing Expansion Pack* makes it all possible! Scheduled to ship in October 2016.

FFG SWX62 \$29.95

**BAKER STREET: CASEBOOK #1**

Featuring adventures written by such luminaries as Matt DeForrest, Jeff Grubb, Steven S. Long, Mark Plemmons, Jeff Siadek, and Skip Williams, these eight cases for the *Baker Street* RPG offers Masterminds all sorts of new mysteries to present to their intrepid investigators.

FLG FGBS0201 \$24.99

FORCE OF WILL

**FORCE OF WILL: LAPIS CLUSTER LEGACY LOST BOOSTER DISPLAY (36)**

With new Magic Stones and powerful cards with two attributes sure to excite *Force of Will* players, this 105-card expansion in the *Force of Will Legacy Lost* series is offered in 10-card boosters packed in 36-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW FOWLC07-D PI

FORCE OF WILL: MAGIC STONE LAB

The *Magic Stone Lab* contains 400 Magic Stone Cards! Five kinds, eight copies each from the following sets: *The Dawn of Valhalla*, *The War of Valhalla*, *Crimson Moon's Fairy Tale*, *The Castle of Heavens* and *The Two Towers*, *The Moon Priestess Returns*, *The Seven Kings of the Lands*, *The Twilight Wanderer*, *The Moonlit Savior*, *Battle for Attoractia*, and *Curse of the Frozen Casket*.

YCW FOWMSL PI

GAMES AND GEARS

**ADVANCE KOLINSKY SABLE SET WITH CASE**

GNG 00050 \$42.00

**ADVANCE KOLINSKY SABLE SURVIVAL KIT**

GNG 00051 \$59.99

ADVANCE KOLINSKY & SYNTHETIC EPIC BRUSH SET (6)

Scheduled to ship in November 2016.

GNG 00060 \$74.99

ADVANCE SYNTHETIC BRUSH SET (3)

Scheduled to ship in November 2016.

GNG 00061 \$34.50

**BATTELMAT CONCRETE 6FT X 4FT**

Scheduled to ship in October 2016.

GNG 00005 \$80.00

**BATTELMAT GRASS FIELD 6FT X 4FT**

Scheduled to ship in October 2016.

GNG 00004 \$80.00

CORE SYNTHETIC BRUSH SET (WOODEN HANDLES)

Scheduled to ship in November 2016.

GNG 00064 \$24.75

DARK DEEDS

DARK DEEDS: DARKER DEEDS EXPANSION

Scheduled to ship in November 2016.

GNG 004 PI

**GAMES AND GEARS RPG HEROIC BLUE DICE SET (7) WITH BAG**

Scheduled to ship in October 2016.

GNG 00006 \$9.00

MASTERS BRUSH SOAP WITH HOLDER

Scheduled to ship in October 2016.

GNG 00014 \$12.00

MK3 KATANA BRUSH (SINGLE)

Scheduled to ship in November 2016.

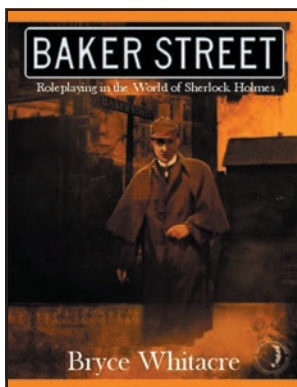
GNG 00063 \$15.00

ULTIMATE SET

Scheduled to ship in November 2016.

GNG 00062 \$127.50

FEARLIGHT GAMES

**BAKER STREET: ROLEPLAYING IN THE WORLD OF SHERLOCK HOLMES**

Sherlock Holmes is Missing - and Presumed Dead! Intrepid investigators are asked by the stoic Dr. Watson to take cases out of Baker Street in Holmes's absence. Victorian streets, foggy nights, and crime most foul await! Will the nefarious plans of crafty villains come to fruition or can the champions of justice from Baker Street save the day? *Baker Street* is a roleplaying game in which the players attempt to solve some of the most baffling crimes in history. Introducing over 30 careers, 25 unique criminal extras, and rules for making your own nefarious villains, *Baker Street* features a robust investigation mechanic, easy character generation, and rules for making your own mystery.

FLG FGBS0101 \$39.99



STAR WARS[®] EDGE[™] OF THE EMPIRE

NO DISINTEGRATIONS

A Sourcebook for Bounty Hunters

WWW.FANTASYFLIGHTGAMES.COM

No Disintegrations: A Sourcebook for Bounty Hunters | SWE16 | \$29.95

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GAMES WORKSHOP

WARHAMMER 40K



ANGELS BLADE
GAW 40-11-NEW\$50.00



**BLOOD ANGELS ARCHANGELS
ORBITAL INTERVENTION FORCE**
GAW 41-23\$135.00



BLOOD ANGELS ASSAULT SQUAD
GAW 41-18\$45.00



**BLOOD ANGELS
CHAPTER ANCIENTS**
GAW 41-24\$105.00



**BLOOD ANGELS
COMPANY COMMAND**
GAW 41-21\$45.00



**BLOOD ANGELS DEATH
COMPANY STRIKE FORCE**
GAW 41-22\$135.00



**BLOOD ANGELS STERNGUARD
VETERAN SQUAD**
GAW 41-20\$55.00



**BLOOD ANGELS VANGUARD
VETERAN SQUAD**
GAW 41-19\$45.00

**BUILD AND PAINT:
SPACE MARINE BIKE ATTACK**
GAW 20-32\$14.99

**BUILD AND PAINT:
SPACE MARINE HEAVY ASSAULT**
GAW 20-30\$39.99

**BUILD AND PAINT:
SPACE MARINE SPEEDER STRIKE**
GAW 20-31\$24.99

**BUILD AND PAINT:
SPACE ORK BLASTABIKE**
GAW 20-35\$14.99

**BUILD AND PAINT:
SPACE ORK RAIDERS**
GAW 20-33\$39.99

**BUILD AND PAINT:
SPACE ORK TRUKKBOYZ**
GAW 20-34\$24.99



FAVOURED OF CHAOS
GAW 43-26\$105.00



**HERETIC ASTARTES PSYCHIC
POWER CARDS**
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GAW KT-60\$65.00



TRAITORS HATE
GAW 40-10-60\$50.00



VOIDSHIELD GENERATOR
GAW 64-99\$100.00



GROMBRINDAL: THE WHITE DWARF
GAW TWD-01\$20.00

WHITE DWARF SEPTEMBER 2016
GAW WD09-60\$9.00

WHITE DWARF OCTOBER 2016
GAW WD10-60\$9.00

WHITE DWARF NOVEMBER 2016
GAW WD11-60\$9.00

WHITE DWARF DECEMBER 2016
GAW WD12-60\$9.00

GRAIL GAMES



CAT BOX
Cat Box is a simple, yet clever card game by designer Aza Chen about cats - and the boxes they love! At the start of the game, players are handed a secret winning condition, before playing cards (from anyone's hand) in order to score the most points. But, be careful! Give away your kitty's color too early and others will be able to block your plans! Scheduled to ship in December 2016.
IMP GRL1225\$16.99



MEDICI
Designed by Reiner Knizia, this new edition of Medici features artwork by Vincent Dutrait (Rise of Augustus, Lewis & Clark, Broom Service). In Medici, players take on the role of merchants during the profitable age of the Medici family.
IMP GRL3226\$39.95

**HEROES OF KASKARIA**

Evil trolls have stolen the treasure of the ancestors and the magical tribal amulet - now the Kaskarians fear the wrath of their ancestors! Brave heroes immediately set off with flying, scaled griffins and fast cliff runners to reach the trolls' lair which lies at the bottom of the volcanic crater. *The Heroes of Kaskaria* is a beginner's tactical fantasy adventure board game. Scheduled to ship in November 2016.

HAB 302220\$30.00

**PRINCESS MINA**

All the princesses are striving to have the most valuable, shimmering jewels on their amulet necklace. But the gemstones are all mixed up in the jeweler box. Which princess has the best memory and can thread the most matching jewels onto her amulet necklace? Scheduled to ship in November 2016.

HAB 302212\$12.00

**LOGIC LABRYINTH**

In order to charm the treasures away from the mighty genie, players have to find the correct path through the mysterious cavern. However, the treasure map has been torn into many pieces! Whoever has a quick eye for combinations and can piece together the map won't lose his way and will find the most treasure in this intriguing, lickety-split brain teaser! Scheduled to ship in November 2016.

HAB 302202\$7.50

**SPLISH SPLASH**

What a lot of fun! The rabbits have a splish splash water fight with their catapult. Who has the skill to aim well and hit the rabbits with the water balloons? Includes a cool wooden catapult! Scheduled to ship in November 2016.

HAB 302201\$7.50

IDW GAMES**MACHI KORO:
BRIGHT LIGHTS, BIG CITY**

Greetings, Mayor of Machi Koro! Your influence has led to explosive growth in this once sleepy town. Skyscrapers pockmark the land and nightlife is booming - literally! See *Machi Koro* in a whole new light with *Bright Lights, Big City*, featuring new cards, new rules, and a whole new way to play! IDW 01047\$29.99

**MY VERY FIRST GAMES:
HONEYBEE**

Hanna Honeybee flies over the colorful wildflower meadow. And just like a busy bee, she collects loads of nectar to bring back to the hive. Hanna's friends are waiting to turn the nectar into wonderfully sweet honey. Who will help Hanna to make enough honey to fill the whole honey pot? Scheduled to ship in November 2016.

HAB 302199\$30.00

BOOTY

TO THE CLEVER GO THE SPOILS

AARGH...

SOMETIMES THE BIGGEST BATTLES START AFTER THE FIGHTIN' IS DONE!

3-6 60-120 10+

Learn to Play

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IELLO



AROUND THE WORLD IN 80 DAYS

Based on the classic tale by Jules Verne! October 2, 1872: Phileas Fogg is pretending that it's possible to go around the world in 80 days. The gentlemen of the Reform Club have made a bet on his failure, since they don't believe this eccentric dandy could ever succeed! However, the most troubling part of this story is the strange coincidence between the rash departure of Phileas Fogg, accompanied by his loyal valet Passepartout, and the theft of 50,000 pounds from the Bank of England! Will you successfully prove your innocence in the eyes of the world by achieving the feat of going around the world in 80 days?

IEL 51339\$39.99



HAPPY PIGS: FARM FRIENDS

Pigs aren't the only animals who get to be happy! Add these sheep, chicken, and cow tiles to the market and use them following the same rules as the pigs. You can mix different animals in your fields, or have each player use a different animal! Scheduled to ship in November 2016.

IEL 51347\$4.99



THE MYSTERIOUS FOREST

A cooperative memory game inspired by Daniel Lieske's graphic novel, *The Wormworld Saga*, players in *The Mysterious Forest* help young Jonas - after stepping through a magical painting and into a fantasy world - cross the Mysterious Forest and face the frightening Queen of the Draconia. Scheduled to ship in November 2016.

IEL 51344\$29.99

JASCO



BUFFY THE VAMPIRE SLAYER

Into every generation a slayer is born: One girl in all the world, a chosen one. She alone will wield the strength and skill to fight the vampires, demons, and the forces of darkness; to stop the spread of their evil and the swell of their number. She is the Slayer. Help Buffy the Vampire Slayer protect Sunnydale from the forces evil in this fully cooperative board game. Scheduled to ship in October 2016.

IMP JASBUFF01\$39.99



TOP GUN PLOT TWIST PARTY GAME

"Talk To Me, Goose!" The *Top Gun Plot Twist Party Game* embraces the 80's feel good movie by featuring unique game mechanics such as Maneuvers, Insults, High Fives, and Flipping The Bird! The game focuses on playing your best maneuvers and scoring points to win the Hop. The first player to score 30 points over the series of Hops wins the game and claims the *Top Gun* trophy! Scheduled to ship in October 2016.

IMP JASTGP01\$9.99



MEGA MAN: BOSS PACK

Scheduled to ship in October 2016.

IMP JASMMBGMP\$16.99



MEGA MAN: PROTO MAN

Scheduled to ship in October 2016.

IMP JASMMBGPM\$14.99



MEGA MAN: ROLL EXPANSION MINIATURE

Scheduled to ship in October 2016.

IMP JASMMBGRO\$14.99



MEGA MAN: RUSH EXPANSION

Scheduled to ship in October 2016.

IMP JASMMBGRU\$14.99



MEGA MAN: TIME MAN AND OIL MAN EXPANSION

Time Man and Oil Man leap into action against the Blue Bomber with this expansion to the *Mega Man: The Board Game*! Included are two pre-constructed game decks, plus two figures with level boards, minion tokens, and Challenge cards, as well as two Life Spinners and two additional Mega Man figures with player cards which expand the game to eight players. Scheduled to ship in October 2016.

IMP JASMMBG02\$29.99



MEGA MAN: THE BOARD GAME

Created by fans of *Mega Man* and the publisher of the *Universal Fighting System CCG*, players in *Mega Man: The Board Game* assume the role of the Blue Bomber fighting against iconic Robot Masters, gaining powers, and eventually facing off against Dr. Wily, himself. But, be careful, as other players will do everything they can to slow down your progress by taking control of Dr. Wily's minions! Scheduled to ship in October 2016.

IMP JASMMBG01\$79.99



UFS MEGAMAN BATTLE FOR POWER BOOSTER

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

IMP JASUFS25A\$95.76



UFS RED HORIZON: BLOOD OMEN BOOSTER DISPLAY

Scheduled to ship in October 2016. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

IMP JASUFS26A\$95.76



UFS SET 15 RED HORIZON BOOSTER DISPLAY

Scheduled to ship in October 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
IMP JASUFS15.....\$95.76

UFS SET 16 RED HORIZON: TIDES OF VENGEANCE STARTER DISPLAY

Scheduled to ship in October 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
IMP JASUFS16B.....\$95.92

UFS SET 22 MEGA MAN: RISE OF THE MASTERS TALL BOOSTER PACKS

Scheduled to ship in October 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
IMP JASUFS22A.....\$95.76



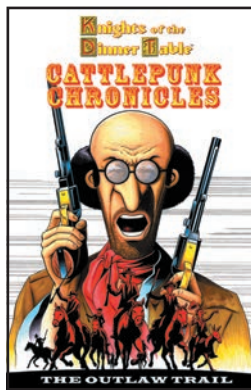
UFS SET 23 DARKSTALKERS: WARRIORS OF THE NIGHT STARTER DISPLAY

Scheduled to ship in October 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
IMP JASUFS23S.....\$111.92

UFS SET 24: WORLD OF INDINES DISPLAY

Scheduled to ship in October 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
IMP JASUFS24S.....\$111.92

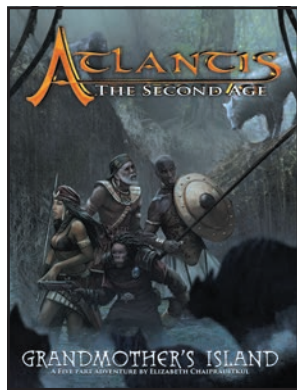
KENZER & COMPANY



KNIGHTS OF THE DINNER TABLE: CATTLEPUNK CHRONICLES - THE OUTLAW TRAIL

This themed *Knights of the Dinner Table* compilation features a full story arc dedicated to the Wild West genre based on earlier stories that have been edited, re-storyboarded, and stitched together to form a Director's Cut of the Knights' misadventures in the Old West that never was. Scheduled to ship in September 2016.
KEN 001.....\$12.99

KHEPERA PUBLISHING



ATLANTIS - THE SECOND AGE RPG: GRANDMOTHER'S ISLAND

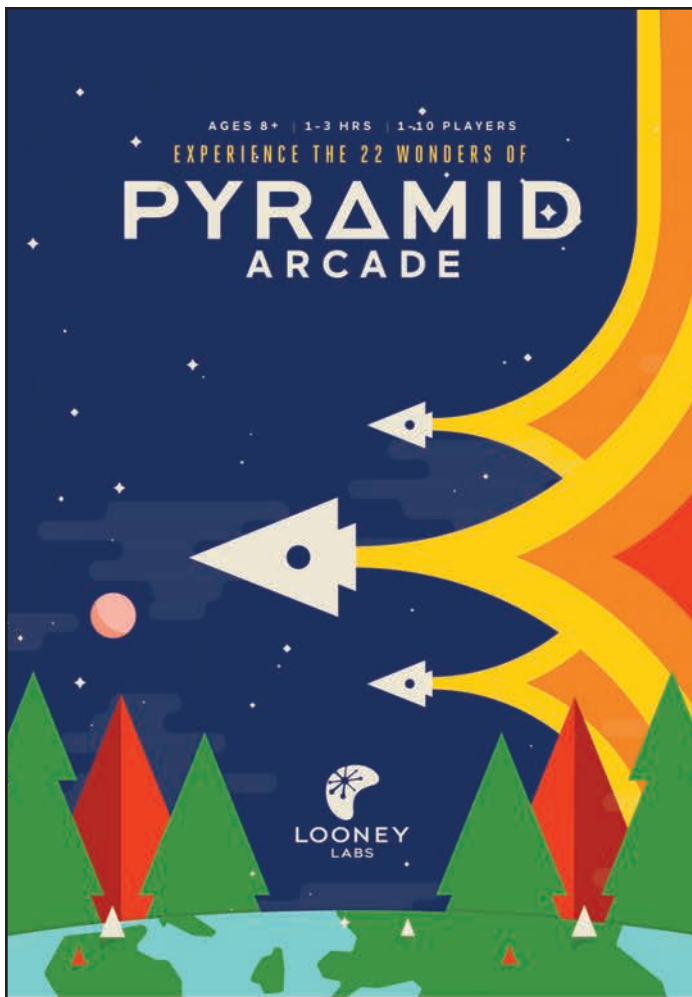
Travel to Grandmother's Island where animals are able to speak and the villagers are plagued by strange events. The fields have gone barren and the forest has become too wild to traverse. Unlock the mystery of Grandmother's Island - before it's too late! *Grandmother's Island* is a full-length adventure in five parts set in the antediluvian world of *Atlantis*. Scheduled to ship in November 2016.
IMP KHP030.....\$12.99

KOBOLD PRESS



KOBOLD GUIDE TO PLOTS AND CAMPAIGNS

Featuring essays by Wolfgang Baur, Jeff Grubb, David "Zeb" Cook, Margaret Weis, Robert J. Schwalb, Steve Winter, and other game professionals, the *Kobold Guide to Plots & Campaigns* shows how to begin a new campaign, use published adventures, or loot them for the best ideas, build toward cliffhangers, and design a game that can enthrall your players.
PZO KOBGPC.....\$19.99



Volcano

Cause eruptions to collect a set of trios.

PYRAMID
ARCADE



LEDER GAMES

LEVEL 99 GAMES

SPOTLIGHT ON



VAST: THE CRYSTAL CAVERNS

Vast takes you and your friends into the torch light of a classic cave-crawling adventure, built on the concept of total asymmetry. Gone are days of the merry band of travelers fighting off evil. In Vast, you will become part of a new legend... any part you wish! Play as the classic, daring Knight, the chaotic Goblin horde, the colossal, greedy Dragon, the scurrious Thief, or even the Cave itself, powerful, brooding, and intent on crushing the living things that dare to disturb its gloomy depths. Each role has its own powers, pieces, and paths to victory - and there can only be one winner! Scheduled to ship in December 2016.

LED 00002 \$59.95

LEGION SUPPLIES



1-UP

Scheduled to ship in November 2016.

DECK BOX

LGN BOX066 PI

GLOSS SLEEVES (50)

LGN ART066 PI



GOOD DAY, SIR!

Scheduled to ship in November 2016.

DECK BOX

LGN BOX065 PI

SLEEVES (50)

LGN ART065 PI



BRICK SLEEVES (100)

Scheduled to ship in November 2016.

ATOMIC ORANGE

LGN BRKORG PI

ELDRITCH PURPLE

LGN BRKPUR PI

ELECTRIC BLUE

LGN BRKBLU PI

FLAT BLACK

LGN BRKBLK PI

GOBLIN RED

LGN BRKRED PI

PRETTY IN PINK

LGN BRKPNK PI

VILE GREEN

LGN BRKGRN PI



ICONIC DICE D6 TIN (9)

Scheduled to ship in October 2016.

BIO

LGN DCT130 PI

FIRE

LGN DCT128 PI

GEAR

LGN DCT131 PI

LIFE

LGN DCT127 PI

SKULL

LGN DCT125 PI

SUN

LGN DCT129 PI

TRIFORCE

LGN DCT124 PI

WATER

LGN DCT126 PI



IMP L99WH001 \$25.00

WITCH HUNT

In *Witch Hunt*, a social hidden role game, players take on the guise of townsfolk or witches, trying to deduce the roles of the others before their team is dead. Death is not the end, however, as the deceased players can still make decisions and act in the game to aid the survivors. Scheduled to ship in November 2016.

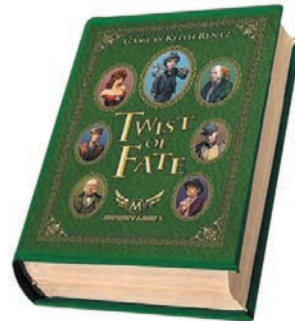
MAYDAY GAMES



H.I.D.E. - HIDDEN IDENTITY DICE ESPIONAGE

Welcome to the cold-blooded world of secret agents. There are lots of secret agents, but only a few excel in this field, and only one worthy to be called legend. But, even the best will sometimes need luck to prevail. Eliminate your enemies, one after another, by deducing their identity without getting yours exposed in *H.I.D.E.: Hidden Identity Dice Espionage*. Scheduled to ship in September 2016.

MDG 4234 \$39.95



Twist of Fate

Oliver Twist is on the streets of London trying to escape from the crime and vice of the city. Only through money or luck will Oliver find his coveted sanctuary. Will you be the first to help Oliver escape in *Twist of Fate*? Scheduled to ship in September 2016.

MDG 4304-NEW \$12.95



VOODOO

Are you ready to mix magical ingredients to cast powerful curses on your adversaries? Make them hop on one foot, oink like a pig, or sing a silly tune! The one who prevails must endure every enemy curse, and show no mercy in return. Are you brave enough to accept the challenge? Scheduled to ship in September 2016.

MDG 4303 \$25.00

MODIPHIUS



ACHTUNG! CTHULHU UNIT PACKS

Each pack of 10 miniatures serve as the perfect recruits (or antagonists) to embark on your *Achtung! Cthulhu* skirmish campaign, or they can be used in any *Achtung! Cthulhu* tabletop and roleplaying adventures. Scheduled to ship in October 2016.

BADGER'S COMMANDOS

IMP MUH050179 \$49.99

BLACK SUN TROOPERS

IMP MUH050182 \$49.99

CTHULHU DEEP ONES WAR PARTY

IMP MUH050181 \$49.99

SERVITOR HORDE OF NYARLATHOTEP

IMP MUH050180 \$49.99

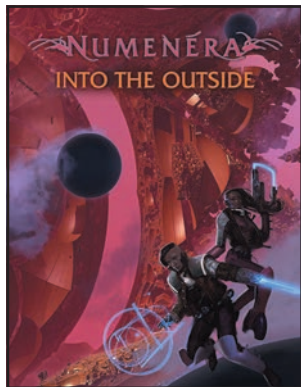


MUTANT YEAR ZERO: DIE, MEAT EATERS, DIE!

All she could hear was the throbbing of her own heart. The air reeked of gunpowder and blood. She placed the butt of her heavy firearm against her shoulder and, yet again, took aim toward the ruined buildings down the hill. Down there, between some decayed, old car wrecks, lay three bodies. Enemies. Careless enemies. Dead enemies. But, there were more of them out there. She knew it. She wouldn't have to wait long. As on cue, again they came storming through the Zone smog, roaring. They ran straight toward her foxhole. Pink-skinned. Hairless. Disgusting. Soldier 317 roared back and opened fire. "Die, meat-eaters, die!" Packed with five thrilling scenario locations, this *Zone Compendium* is a supplement to the *Mutant: Year Zero Roleplaying Game*. Scheduled to ship in November 2016.

IMP MUH050477 \$16.99

MONTE COOK GAMES



NUMENERA RPG: INTO THE OUTSIDE HARDCOVER

Venture farther, go deeper, and go beyond with *Into the Outside*, a transdimensional sourcebook for the *Numenera* RPG. Scheduled to ship in January 2017.
PSI MCG083\$39.99



ONRYO

NJD 010807\$12.95

SHOJO

NJD 010803\$12.95

NINJA DIVISION GAMES

NINJA ALL-STARS



BLIND SWORDSMAN

NJD 010812\$12.95



DARK KITSUNE

NJD 010820\$12.95



GOEMAN

NJD 010808\$12.95

HOWL & YIP

NJD 010806\$12.95



SPACE DANDY: GALACTIC DECK-BUILDING GAME DELUXE LIMITED EDITION

That's right, Baby! Dandy has gone and used the Aloha Oe's broken warp drive and managed to converge every possible alternate universe into one, causing multiple copies of everyone in the known galaxies to run amok! What does this mean for our intrepid heroes? Will all semblance of civilization fall into disorder and chaos? Will the universe, under the weight of so many simultaneous timelines, implode on itself in a cosmic big bang? Well, maybe. But for now it means the Alien Registration Center has reset the database and is allowing new registration of all previously registered aliens! That's cold, hard Woolong just out there for the taking, Baby! The *Space Dandy: Galactic Deck-Building Game* brings the bizarre space-faring antics of the hit anime from Cartoon Network's Toonami to the game table!
NJD 440102\$49.99

SUPER DUNGEON EXPLORE

Scheduled to ship in December 2016.

DRAGONBACK PEAKS TILE SET

NJD 210210\$29.95



IRON GOLEM

NJD 210030\$34.95

Powerhouse

Build a set using randomly drawn pieces.

PYRAMID
ARCADE



PYRAMID
ARCADE

ABOUT THE GAME

Pyramid Arcade is a complete game library in one box. Inside you'll find everything you need to play 22 different tabletop games, each of which uses the pyramid gaming pieces in a different way. The games in this arcade range from easy to complex, from mostly-luck to pure skill, and from time-killer to brain-burner.



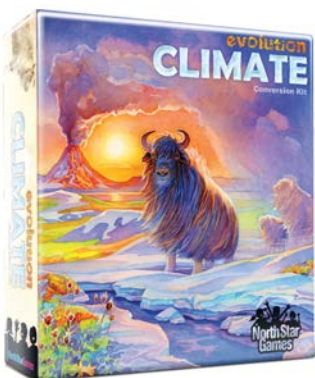
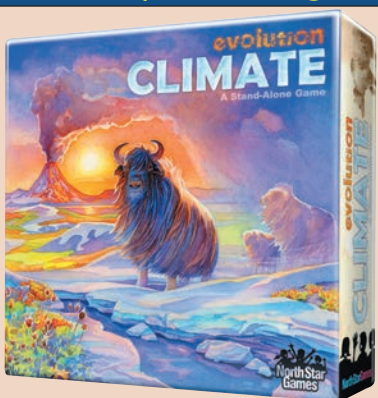
NORTH STAR GAMES

SPOTLIGHT ON

EVOLUTION: CLIMATE STAND-ALONE GAME

If you thought Carnivores were a threat, wait until you have to deal with the climate! In *Evolution: Climate*, players adapt their species in a dynamic ecosystem where food is scarce, predators lurk, and the climate can swing between scorching hot and icy cold. Traits like a Hard Shell and Horns can protect your species from Carnivores, while a Long Neck will help them get food that others can't reach. Heavy Fur and Migratory can protect your species from the cold, while being Nocturnal or Burrowing will provide protection from the cruel desert sun. With over 200,000 ways to evolve your species, every game evolves into a different adventure with *Climate*!

NSG 520 \$59.99



EVOLUTION: CLIMATE CONVERSION KIT

This Conversion Kit contains everything you need to transform the *Evolution* base game into *Evolution: Climate*: 88 Trait Cards, 30 Event Cards, one Climate Track, one Climate Marker, and a Player Aid.

NSG 525 \$29.99

ONE SMALL STEP GAMES



COUNTERFACT MAGAZINE (WITH INCLUDED BOARD GAME) ISSUE 4

Scheduled to ship in December 2016.

S2P OSSCF1602 \$26.00



THE SECOND WORLD WAR

The Second World War is a grand-strategic, historical simulation that covers the European, North African, and Pacific Theaters on three maps and four counter-sheets. Scheduled to ship in December 2016.

S2P OSS2164 \$99.95



PUTIN STRIKES: THE COMING WAR FOR EASTERN EUROPE

Putin Strikes: The Coming War for Eastern Europe is a two-player game in which one player commands the Kremlin's forces, and the other commands a polyglot international coalition opposed to him. This isn't a simulation of the 'opaque' (a.k.a. gray) war techniques most recently used by the Russians in the Crimea and eastern Ukraine. Rather, it's designed to facilitate the examination of the strategic possibilities inherent in the larger situation. That is, it models the parameters of possibilities if Putin decides to go all out - taking advantage of the democratic West's increasing befuddlement by the jihad - to make one quick blitzkrieg-like strike to grab Russia's western 'Near Abroad.' Scheduled to ship in December 2016.

S2P OSS2163 \$54.95

PAIZO PUBLISHING



PATHFINDER ADVENTURE CARD GAME: MUMMY'S MASK ADVENTURE DECK 4 - SECRETS OF THE SPHINX

Your *Mummy's Mask* Adventure Continues! The heroes track down the cult of the Forgotten Pharaoh to its secret headquarters inside a giant sphinx statue in the Osirian desert, only to learn that Hakotep's soul has returned to his tomb, and the ancient pharaoh has risen as a powerful mummy lord intent on reclaiming his lost kingdom! The *Secrets of the Sphinx Adventure Deck* is a 110-card expansion that adds five new scenarios to the *Pathfinder Adventure Card Game*, and also includes new locations, villains, monsters, curses, traders, loot, and more. Scheduled to ship in January 2017.

PZO 6034 \$19.99



PATHFINDER RPG: ADVENTURE PATH - STRANGE AEONS PART 6 - BLACK STARS BECKON

The *Strange Aeons Adventure Path* draws to a stunning conclusion! Arriving in the alien city of Carcosa, the adventurers must sever the links that bind Carcosa to Golarion. Can the heroes keep Carcosa from drawing Thrushmoor into its amalgam of stolen cities or do they risk waking the unspeakable nightmare that stirs in the depths of Lake Hali? They must break these links - or Golarion is doomed to greet the King in Yellow! A *Pathfinder Roleplaying Game* adventure for 15th-level characters, *Black Stars Beckon* concludes the *Strange Aeons Adventure Path*. Scheduled to ship in January 2017.

PZO 90114 \$24.99

PATHFINDER RPG: PLAYER COMPANION - HEROES OF THE HIGH COURT

Adventure is not limited to dank dungeons and grimy back alleys: sometimes the greatest risks and rewards are found in the halls of queens and emperors. *Pathfinder Player Companion: Heroes of the High Court* presents everything you need to take your adventures into the royal courts and noble houses of the *Pathfinder* campaign setting. Learn how to dress and act among devious nobles, gain access to the halls of political power, and take advantage of the privileges afforded to those who have mastered the arts of high court intrigue! Scheduled to ship in January 2017.

PZO 9476 \$14.99



PATHFINDER RPG: CAMPAIGN SETTING - STRANGE AEONS POSTER MAP FOLIO

Look Out Into Strange Vistas! These huge, lavishly illustrated poster maps display key locations from the *Strange Aeons Adventure Path*. Thrushmoor, the town in which one of the adventures is set, comes to life in the first map, while the second map depicts a ruined alien city in a remote, blasted desert. The final poster is designed to look like an ink-and-parchment map of horror-filled Ustalav, complete with sketches of some of the denizens and dangers of that haunted land. Scheduled to ship in January 2017.

PZO 92100 \$19.99



PATHFINDER RPG: FLIP-MAT - ELEMENTAL PLANES MULTI-PACK

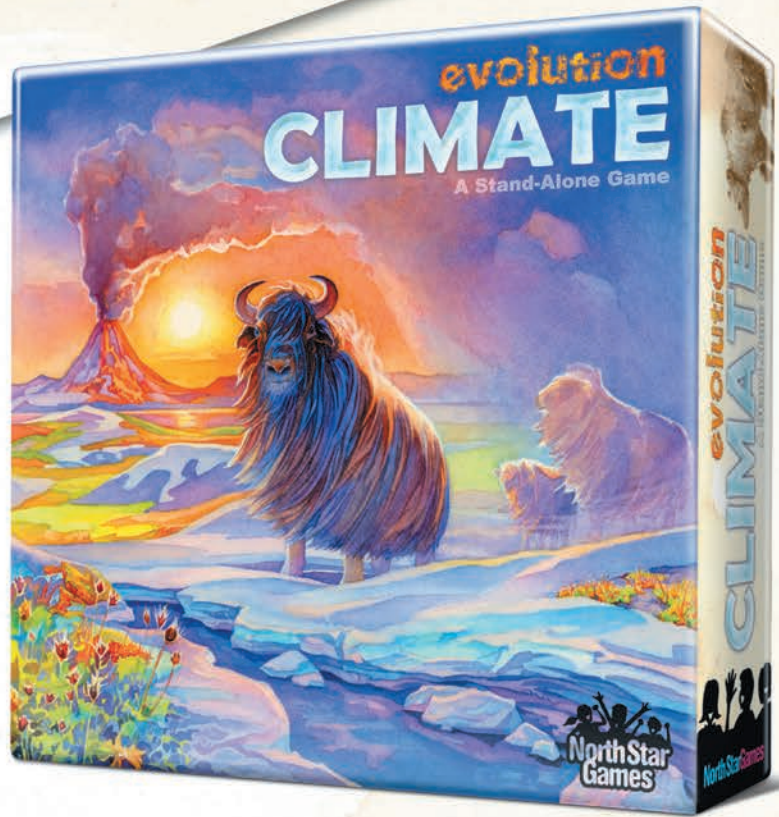
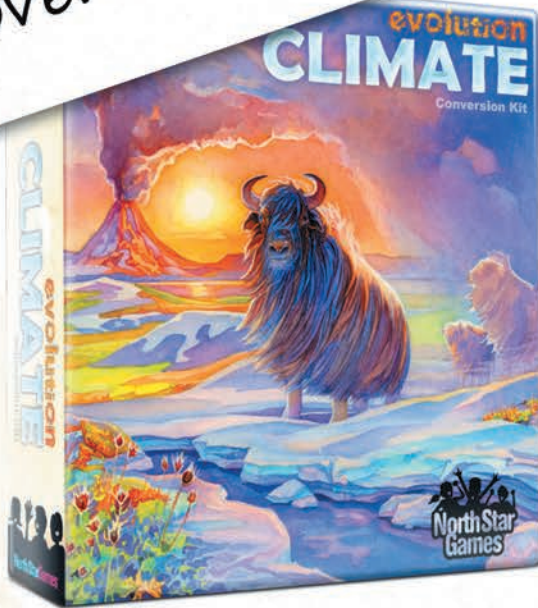
If your players are ready to face the dangers of the great beyond, *Pathfinder Flip-Mat: Elemental Planes Multi-Pack* has you covered. From the haunted depths of a primordial sea on the Plane of Water and the obsidian-shod wastelands of the Plane of Fire, to the floating fortresses on the Plane of Air and the stalagmite forests on the Plane of Earth, wonders (and perils) abound! These portable, affordable maps measure 24" x 30" unfolded, and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in January 2017.

PZO 30079 \$24.99



Take Your Evolution Game To The Next Level.

Available
November 1st



The **Climate Conversion Kit** is for those who already have Evolution

Item #NSG-525

MSRP: \$29.99

The **Climate Stand-Alone** version is for serious gamers who want to jump into the Evolution game system with both feet

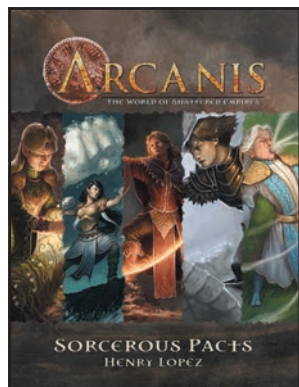
Item #NSG-520

MSRP: \$59.99

If you thought Carnivores were a threat,
wait until you have to deal with the climate!



PARADIGM CONCEPTS



ARCANIS RPG: SORCEROUS PACTS

In the days after the fall of the Eloran Empire, Telas, a Keleken sorcerer, begins a quest to find the lost Elorii gods. During his journey, he'll visit strange and exotic other-planar Realms, entreat with bizarre entities, and forge bargains granting deadly allies and devastating powers. Scheduled to ship in December 2016.

S2P PC11606\$14.99

PASSPORT GAME STUDIOS



CVLIZATIONS

Rewrite History - Yours! Warriors, or thinkers? Builders, or scientists? What will your civilization be like? In *CVLizations*, players take on the role of a leader of a tribe, charged with the task of "writing" its CV (Curriculum Vitae). To do so, you must choose which orders to give and which inventions, tools, buildings, and ideologies to develop. The happiness of your people depends on you in *CVLizations*! Scheduled to ship in November 2016.

PGS 112\$35.00

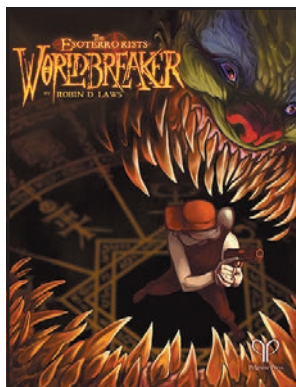


HOP

Travel the sky, cloud-to-cloud, and cross the path of the legendary hippopotocorns in *Hop*! Scheduled to ship in November 2016.

PGS FNFHOP01\$39.00

PELGRANE PRESS



ESOTERRORISTS RPG: WORLDBREAKER

The Tearing of the Veil is Nigh! An appalling summoning, demons of the depths awakened, slaughter on your mapping App, Ebola Insurgency, and, of course, Murder Clowns! For decades, the Ordo Veritatis has fought the Esoterrorists: occult operatives bent on ripping apart the membrane between our reality and the demonic vortex of the Outer Dark. Today, that threat becomes reality, as a barbaric ritual in an underground club touches off a series of coordinated assaults designed to break our world forever. Written by Robin D. Laws, *Worldbreaker* brings *Esoterrorists*' cosmic endgame center stage in a world-spanning campaign of high-stakes investigations. Scheduled to ship in October 2016.

IMP PELG016\$19.95



FEAR ITSELF RPG 2ND EDITION

The Roleplaying Game of Personal Horror, *Fear Itself* plunges ordinary people into a disturbing, contemporary world of madness and violence - and inexorably draws them into confrontation with creatures of the Outer Dark, a realm of alien menace. Powered by the *GUMSHOE* investigative roleplaying system, *Fear Itself 2nd Edition* is ideal for one-shot horror games or ongoing campaigns in which the characters gradually discover more about the disturbing supernatural reality that hides in the shadows of the ordinary world. Will they learn how to combat the darkness, or spiral tragically into insanity and death? Scheduled to ship in October 2016.

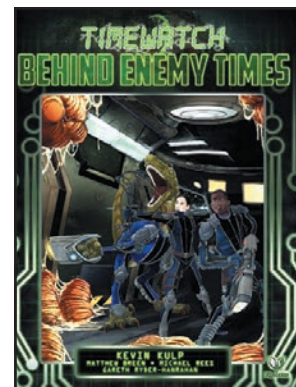
IMP PELGF01\$29.95



TIMEWATCH RPG

The world has changed. Again. China wasn't supposed to colonize 15th century North America, right? And yet you find yourself being attacked by eunuch swordsmen in what should be San Francisco. Some time traveler told the Golden Fleet about the Pacific oceanic gyre that would lead them to a rich new land. Someone you'll have to stop! Welcome to *TimeWatch*, a *GUMSHOE* game of investigative time travel. Scheduled to ship in October 2016.

IMP PELTW01\$49.95



TIMEWATCH RPG: BEHIND ENEMY LINES

Insects are everywhere, in their millions; roaches, scarabs, ants, and mosquitos. Now, imagine them human-sized, with a chip on their carapaces, add psychic powers and you have the ezeru: huge, advanced beetles forged in the aftermath of a self-inflicted human extinction event. But, *TimeWatch* engineered history so that never happened, and only a few ezeru remain, caught in the time stream outside of reality. Now, they want to restore their species and their history, and only you, the agents of *TimeWatch*, can stop them in this series of six, linked missions for the *TimeWatch* RPG. Scheduled to ship in October 2016.

IMP PELTW02\$19.95

TIMEWATCH RPG: THE BOOK OF CHANGING YEARS

Why are there too many cats in London in 1840 and no dogs at all, and how does that relate to the pyramids of Kush? Why is Edward V scouring the time lines for Caravaggios? Who time-pranked Alexander Graham Bell into thinking he'd heard spirit voices on his new invention? Fire up your autochron, unhook your tethers, and dive into the gaps between the chimes with *The Book of Changing Years*, showcasing a collection of time travellers' tales and curios put together on the quiet by agents of *TimeWatch* and secreted in an innocuous drawer in the Citadel - *TimeWatch* HQ - that also serves as in-world book of clues and mysteries for players of the *TimeWatch* RPG. Scheduled to ship in October 2016.

IMP PELTW03\$24.95

PERYTON PUBLISHING

QALIDAR: THE FIRE WITHIN

The first supplement for the *Qalidar: Resistance* RPG, *The Fire Within* primarily serves to fill out the remaining character levels up to 20 and introduce more detailed information on one of the cultures that influence the multiverse of *Qalidar*. Also included is expanded rules for organizations, as well as information on additional abilities for ascendants, karcists, and mystics, and new pieces of equipment. Scheduled to ship in December 2016.

S2P PYN1607\$14.99



PETERSEN GAMES



THEOMACHY: THE ANCIENTS

This standalone expansion introduces four new pantheons to *Theomachy: The Warrior Gods* - Greek, Babylonian, Egyptian, and Lovecraft's Outer Gods. Scheduled to ship in September 2016.

PTG 77817\$34.95

PLAYROOM ENTERTAINMENT



CATCH THE MATCH

Catch the Match is an eye-catching, pattern-matching, 'pair'-ception game! Scheduled to ship in September 2016.

PLE 71100.....\$10.00



GEEK OUT!

Geek Out! is the outrageous game that finds out once and for all which player is the most knowledgeable about your favorite pop culture subjects! You don't have to be a geek (but it helps!) to win this amazing social interaction and bluffing party game of geek lists! Scheduled to ship in September 2016.

PLE 66200.....\$20.00



GEEK OUT! FAMILY

Scheduled to ship in September 2016.

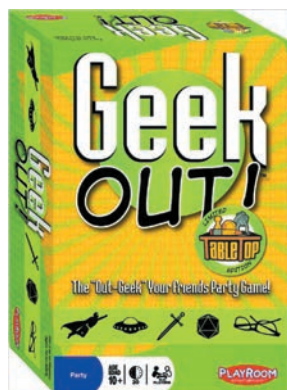
PLE 66203.....\$20.00



GEEK OUT! POP CULTURE PARTY

The award-winning geek trivia party game has taken on a new twist with the Geek Out! Pop-Culture Party Edition! Level the playing field with topics the whole family geeks out over: Pop-Culture! Whether you're an expert in TV, Movies, Music, Literature, and more, you'll have a blast finding out once and for all which player or team knows most about your favorite pop-culture topics. Scheduled to ship in September 2016.

PLE 66201.....\$20.00



GEEK OUT! TABLE TOP

This Limited Edition of Geek Out! based on Geek & Sundry and Wil Wheaton's TableTop includes the original 205 Geek Out! cards and a bonus TableTop mini deck with new cards and new lists. Scheduled to ship in September 2016.

PLE 66202.....\$30.00



GOPHER IT!

In Gopher It!, the stockpiling game of pushing the limits, each player is gathering stock for the winter. Collect exactly six apples, six carrots, or six nuts and place them face up for safe storage to receive a Gopher Trophy! Scheduled to ship in September 2016.

PLE 72100.....\$10.00

The Rosenberg AGRICOLA

Expansion for 5-6 Players



Farm, sow,
plow, harvest,
and expand!
Will you and
your family
prosper?



5-6 150-180 12+



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Games®



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GAMES

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HERDING CATS

Who Let The Cats Out?! In *Herding Cats*, these frisky felines have a mind of their own, and only the Cowdog can wrangle them back up again. Cats are lassooed by a Cowdog of a matching color, and you want to be the player to capture a herd of three cats. Scheduled to ship in September 2016.

PLE 18300.....\$12.00



THE HOBBIT - THE DEFEAT OF SMAUG

In *The Hobbit - The Defeat of Smaug*, embark on a great adventure based on J.R.R. Tolkien's *The Hobbit*. Try to safely navigate your way to the Lonely Mountain and reclaim all the treasure that the evil dragon Smaug is hiding. But, beware! The treasure is fiercely guarded and must be won in battle! Will you trade your jewels for adventure points? Can you successfully answer the riddles or recite the songs? Do you have the courage to steal a jewel right from under Smaug's nose? Scheduled to ship in September 2016.

PLE 83300.....\$35.00



KILLER BUNNIES: HEROES VS VILLAINS BLUE STARTER

A new take on the *Killer Bunnies* brand! With humorous new images and unique new game play, *Heroes vs. Villains* is an epic, standalone adventure! Scheduled to ship in September 2016.

PLE 40501.....\$30.00



KILLER BUNNIES ODYSSEY HEROIC AND AZOIC STARTER COMBO

Odyssey 3-Pack Combo Starter Decks allow players to jump right into the *Ultimate Odyssey* with enough cards, dice, and scoring squares for three customizable decks. Play each color individually for up to three players or customize your own starters by mixing colors for the most versatile *Kill Bunnies* experience yet! Scheduled to ship in September 2016.

PLE 40498.....\$35.00



KILLER BUNNIES ODYSSEY LIVELY AND SPRY STARTER COMBO

Odyssey 3-Pack Combo Starter Decks allow players to jump right into the *Ultimate Odyssey* with enough cards, dice, and scoring squares for three customizable decks. Play each color individually for up to three players or customize your own starters by mixing colors for the most versatile *Kill Bunnies* experience yet! Scheduled to ship in September 2016.

PLE 40499.....\$35.00



KILLER BUNNIES QUEST BLUE STARTER

Killer Bunnies and the Quest for the Magic Carrot is a fast paced, action-packed card game in which you must try to keep as many Bunnies alive as possible, while eliminating your opponents' Bunnies. The problem: Your opponents are armed with weapons and will stop at nothing to keep you from winning the game, which can get dreadfully vengeful, horribly nasty, hilariously messy, and just plain fun! Scheduled to ship in September 2016.

PLE 40100.....\$30.00



KILLER BUNNIES QUEST BOOSTERS

Killer Bunnies booster decks add 55 cards to your existing set. Scheduled to ship in September 2016.

CHOCOLATE

PLE 49110.....\$15.00

GREEN

PLE 44100.....\$15.00

KHAKI

PLE 48100.....\$15.00

ONYX

PLE 49100.....\$28.00

ORANGE

PLE 43100.....\$15.00

PINK

PLE 47100.....\$15.00

RED

PLE 41100.....\$15.00

STEEL

PLE 46100.....\$15.00

VIOLET

PLE 42100.....\$15.00

WHITE

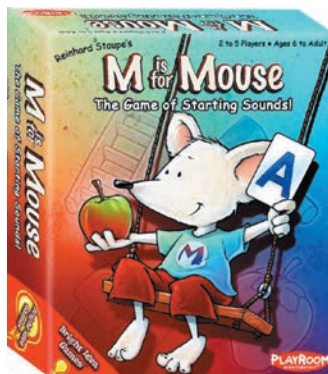
PLE 45100.....\$15.00



THE LORD OF THE RINGS: THE BATTLE FOR MIDDLE-EARTH

In *The Lord of the Rings The Battle for Middle-earth Card Game*, fight along side of Aragorn, Gandalf, Gimli, Legolas and other Companions from J.R.R. Tolkien's *The Lord of the Rings* against the armies of Mordor. Scheduled to ship in September 2016.

PLE 83200.....\$15.00



M IS FOR MOUSE

M is for Mouse is the letter-learning game that's fun for everyone! Each object forms a match with its first letter, and players must try to quickly find all of the pairs they can. Scheduled to ship in September 2016.

PLE 70100.....\$10.00



MONKEY MEMORY

A gang of monkeys has broken out of the zoo and stolen a pile of items from the zoo's visitors! After all of the items are recovered, one is still missing. Keep your eyes peeled, because a different item will be lost each round! Can you identify it in *Monkey Memory*? Scheduled to ship in September 2016.

PLE 76100.....\$10.00



NUMBER CHASE

In *Number Chase*, figure out the mystery number that has been chosen before your opponents. Can you 'chase' down the correct number first? Scheduled to ship in September 2016.

PLE 78100.....\$10.00



PASS THE PANDAS

Be the first to get rid of all of your dice in *Pass the Pandas* by rolling pandas, bamboo, or water drops. Pandas can be passed to other players, water drops evaporate and are discarded, and bamboo can be given to other players if they can't match your bamboo roll, but you'll have to take bamboo from previous players if you can't match their rolls! Scheduled to ship in September 2016.

PLE 18400.....\$12.00



RIGHT TURN, LEFT TURN

In *Right Turn, Left Turn* there are seven Traffic Officer cards ready to give directions. Players will see the Officer either from the front or from the back. When playing the game, three directions must be followed, going right or left from the Officer's point of view. Players must be the first to call out where the directions lead. Scheduled to ship in September 2016.

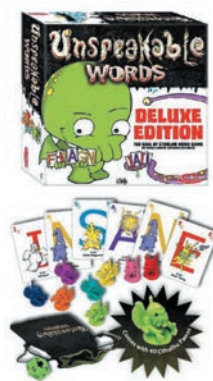
PLE 73100.....\$10.00



SLANGOLOGY

Master your Slangage with *Slangology*, the fabulous, laugh-out-loud party game of slang definitions! Will your funny and creative 'definition' be convincing enough? Can you guess the real slang meaning? Scheduled to ship in September 2016.

PLE 66400.....\$20.00



UNSPEAKABLE WORDS DELUXE

This *Deluxe Edition* of *Unspeakable Words* features upgraded components including additional cards, 40 multi-colored pawns to play up to eight players, a custom glow-in-the-dark die, a dice bag, and new artwork by John Kovalic! Scheduled to ship in September 2016.

PLE 26199.....\$40.00



CIRCLE ORBOROSTHARN WOLF RIDER CHAMPION SOLO

PIP 72096.....\$21.99



SITTING DUCKS DELUXE

This *Deluxe Edition* of the hysterically fun, stick-it-to-your-neighbor, line manipulation, *Sitting Ducks Gallery Card Game* includes the *Birds of a Feather Expansion*, plus all-new and customizable ducks! Scheduled to ship in September 2016.

PLE 16199.....\$40.00



TRADING FACES

In *Trading Faces*, players quickly swap Emotion Cards until one has three of a kind. Then, that player makes the expression on the matching cards - only using their face! Guess correctly to win points. Will you be "Happy" or "Surprised" with your guess? Scheduled to ship in September 2016.

PLE 72200.....\$10.00



SITTING DUCKS GALLERY CARD GAME

Get your ducks out of the water before feathers start flying in the *Sitting Ducks Gallery Card Game* - because cards can target, shoot, or move the line in various ways! If your birds of a feather can stick together and keep from getting hit, you could be the last Sitting Duck in the lake! Scheduled to ship in September 2016.

PLE 16105.....\$20.00



UNSPEAKABLE WORDS

In *Unspeakable Words*, based on the literary works of H.P. Lovecraft, use your hand of cards to form words to score, determined by the number of angles in the letters. But, you must be careful, because every misstep could cost you, since you must test the strength of your mind against each word's point value by rolling a 20-sided die. Scheduled to ship in September 2016.

PLE 26100.....\$25.00

PORTAL



FIRST MARTIANS: ADVENTURES ON THE RED PLANET

Built on the core of the award-winning *Robinson Crusoe: Adventures on the Cursed Island*, *First Martians: Adventures on the Red Planet* pits players against the hostile Martian environment and a whole host of new adventures and challenges. The immersion experience is further enhanced with an integrated app that maintains the balance and challenge throughout. Scheduled to ship in January 2017.

PSI PLG0088.....\$70.00

PRIVATEER PRESS

HORDES

Scheduled to ship in December 2016.



CIRCLE ORBOROS STORM RAPTOR GARGANTUAN

PIP 72089.....\$109.99



FORCES OF HORDES - TROLLBLOOMS COMMAND

Forces of HORDES: Trollblooms Command provides the foundation every *Trollblooms* player needs. It features a complete listing of all current warlocks and warbeasts released to date, in addition to two new warlocks, a new gargantuan warbeast, and a selection of core units and solos from the Faction.

HARDCOVER

PIP 1091.....\$41.99

SOFTCOVER

PIP 1090.....\$31.99



TROLLBLOOD MADRAK, GREAT CHIEFTAN WARLOCK

PIP 71105.....\$24.99

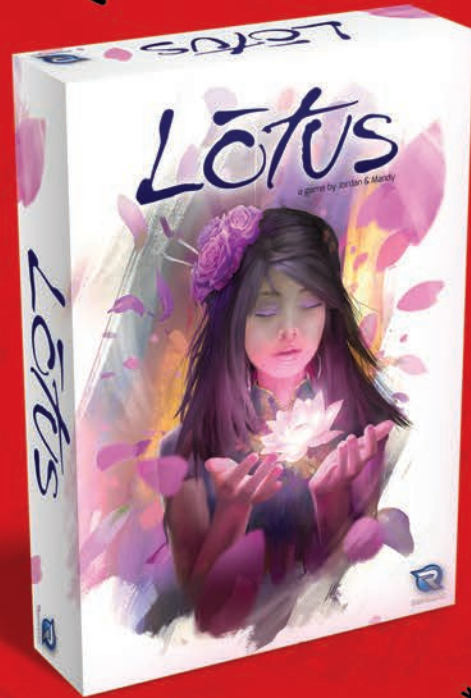


TROLLBLOOD THUMPER/PUMMLER WEAPON CREW

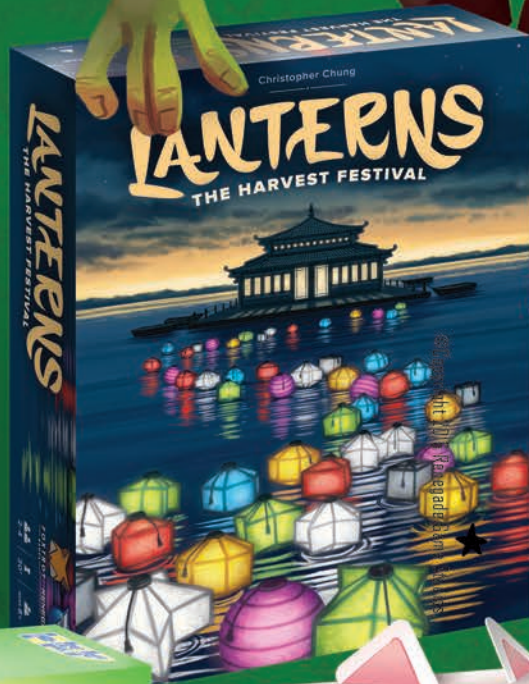
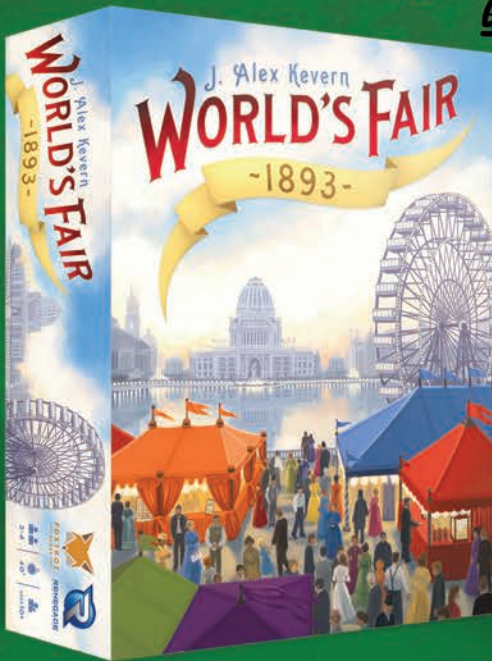
PIP 71104.....\$34.99

2 0 1 6

Red Hot New Games



Evergreen Titles



www.renegadegames.com



**WARMACHINE**

Scheduled to ship in December 2016.

**THE PROTECTORATE OF MENOTH
GUARDIAN/INDICTOR HEAVY
WARJACK KIT**

PIP 32091\$34.99

REAPER MINIATURES**DARK HEAVEN**

Scheduled to ship in September 2016.

**SHAERN, FEMALE ANTIPALADIN**

RPR 03762\$6.49

**SPIRIT OF SUMMER**

RPR 03781\$5.99

NUMENERA

Scheduled to ship in September 2016.

**FEMALE GLAIVE W/ AXE**

RPR 62117\$6.99

**FEMALE GLAIVE W/ KATANA**

RPR 62118\$6.29

**MALE JACK (MASKED)**

RPR 62119\$6.99

**MALE JACK W/ TURBAN**

RPR 62116\$6.99

**NANO (GENDER NEUTRAL)**

RPR 62120\$5.99

PATHFINDER RPG

Scheduled to ship in September 2016.

**MAVARO, ICONIC OCCULTIST**

RPR 60196\$7.49

SAVAGE WORLDS RPG

Scheduled to ship in September 2016.

**RIPPERS ORDER OF
ST GEORGE NUN**

RPR 59048\$6.79

**RIPPERS ORDER OF
ST GEORGE PRIEST**

RPR 59049\$6.99

RED RAVEN**ISLEBOUND:
METROPOLIS EXPANSION**This expansion pack introduces 40 new building cards and two new Reputation cards for *Islebound*. Scheduled to ship in January 2017

PSI RVM014\$14.99

RENEGADE GAMES STUDIOS

OFFERED AGAIN

FEATURED ITEM**O/A BRICK PARTY**Are you better at building with plastic bricks... or explaining how to do it? What if you have to build with your eyes closed or using only one hand? What if you must explain it without speaking? Can you still be faster than your opponents? In *Brick Party*, the funny and frenzied game of crazy building, reveal the special rule for the round, choose your teammate, and get ready. Then grab the blocks and build the shape you choose faster than the others!

RGS 00539\$25.00



O/A FUSE

Intruders have made their way on to your ship! Their goal: Total Destruction! Twenty bombs have been detected onboard, and the countdown has begun. Your elite Bomb Defusal Team (BDT) has been called to neutralize the threat. Does your team have what it takes to work through the intricacies of the bombs and defuse them in time? You'd better get moving, because this game will self-destruct in 10-minutes... *FUSE* is a real-time, cooperative dice game where players work together to quickly save their ship from impending doom! RGS 00504 \$30.00



O/A WORLD'S FAIR 1893

The World's Fair of 1893 in Chicago was a spectacular international exhibition that showcased many great achievements in science, technology, culture, and entertainment. Acting as organizers of the fair, players work diligently to increase their influence and obtain the grand exhibits that will be put on display. Step back in time and experience the wonder and beauty of this grand international exposition in *World's Fair 1893*! RGS 00529 \$40.00

ROLE 4 INITIATIVE



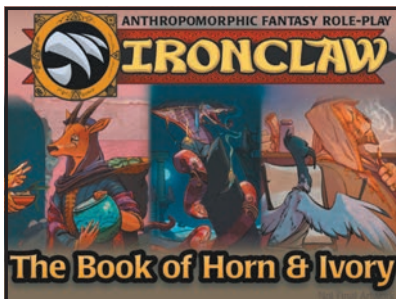
CASTLE KEEP: DICE TOWER AND DM SCREEN COMBO

Be the envy of your gaming table with this awesome tabletop accessory! *The Castle Keep* comes complete with a 12-inch tall dice tower, two DM screens, and dry-erase, magnetic turn trackers. Scheduled to ship in December 2016. S2P R4144003 \$34.99

SANGUINE PRODUCTIONS

IRONCLAW RPG: BOOK OF HORN & IVORY

Far removed from the feuding dynasties of Calabria and the celestial bureaucracy of Zhnggu is the great continent of Akoma. At the point of the arrow which its jeweled coastline forms is Lygos, seat of the Anatolian Empire, the most powerful state in the world; and in Lygos is the palace of the Caliph, emperor of Anatolia and leader of the fast-spreading religion of Malachism. The world's most disciplined army and most feared navy move at the behest of the Caliph. Already, Anatolia has conquered the ancient Deltan Kingdom and secured the vassalage of the nation of 'y' and the pirate states of the Corsair Coast. *Book of Horn & Ivory* is a sourcebook for *Ironclaw: Anthropomorphic Fantasy Role-Play*. Scheduled to ship in December 2016. S2P SGPI107 \$39.95



URBAN JUNGLE RPG - ANTHROPOMORPHIC NOIR ROLE-PLAY

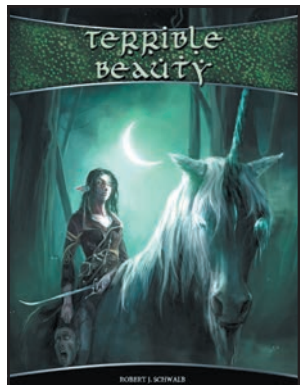
From the creators of *Ironclaw*, *Urban Jungle* immerses you in an anthropomorphic world of pulp-adventure, hard-boiled crime, and film noir. You'll tangle with hardened gangsters, jaded debutantes, world-weary war veterans, and all kinds of shady characters. *Urban Jungle* includes roarin' nightclubs, seedy neighborhoods, high-rise skyscrapers, and low-down slums, all detailed and described, with some adventures to seal the deal. But, don't let the long whiskers and the wagging tails fool you. A smile is just another way of baring teeth! Scheduled to ship in December 2016. S2P SGPA001 \$29.95

Every Game IS A Party!



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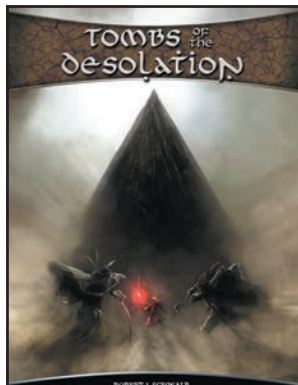
SCHWALB ENTERTAINMENT



SHADOW OF THE DEMON LORD: TERRIBLE BEAUTY

All across Urth stand doorways to hidden places. These are the realms of the faerie, entire worlds of magic and wonder, fear and horror. No friends to mortals, the faeries abandoned Urth long ago, leaving their homelands to humankind to do with as it wished. Now, with the Demon Lord's shadow casting a pall across the land, the faeries have begun to return from their self-imposed exile, to join the fight against the darkness and purge the world of the evil that grips it. *Terrible Beauty* presents tools for players and Game Masters to introduce faerie stories, mechanics, and themes into *Shadow of the Demon Lord* campaigns. Scheduled to ship in December 2016.

S2P SDL1014\$24.99



SHADOW OF THE DEMON LORD: TOMBS OF THE DESOLATION

The Desolation stretches beyond the Northern Reach, a blighted place, poisoned by dark magic and infested with undead. Fools and heroes alike test their mettle against the dangers this land poses, forcing them to contend with bloodthirsty vampires or dust storms of apocalyptic proportions. This sourcebook for *Shadow of the Demon Lord* reveals one of the most dangerous places in the lands of Rul, providing new options for players and Game Masters alike. Scheduled to ship in December 2016.

S2P SDL1013\$19.99

SOLACE GAMES



ETERNITY REALMS RPG: GIGAS MONSTRUM I

Within this tome is a wide assortment of monsters for use in any d100 game. Converting many monsters from the d20 system, the *Gigas Monstrum* uses many of those epic creatures and turns them into grueling combatants, specifically for use in the *Eternity Realms* setting. Scheduled to ship in December 2016.

S2P SG0091\$34.99



ETERNITY REALMS RPG: GIGAS MONSTRUM II

The second volume in a large array of monsters for use in the *Eternity Realms* setting, the *Gigas Monstrum II* focuses on Daemons and Oozes that come up from the Realm Beneath and haunt the dungeons in the Realm Below. Scheduled to ship in December 2016.

S2P SG0092\$34.99



OPEN FANTASY: COMPLETE ROLE-PLAYING GAME

The Crawling Dungeon Awaits! Dark terrors lurk within its depths that need brave adventurers to go and clean out. *Open Fantasy* is an OpenD6 system that allows for great flexibility and character building options. Literally anything is possible within the options listed within these pages, the only limiting factor is your own imagination along with the dungeon your game master builds for you to explore. Scheduled to ship in December 2016.

S2P SG0105\$39.99

SPARTAN GAMES

HALO

Scheduled to ship in September 2016.



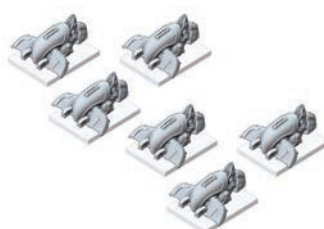
GROUND COMMAND COVENANT HUNTERS BOX

SGS HGCV04.....\$45.50



GROUND COMMAND COVENANT SCENERY BOX

SGS HGCV01.....\$38.50



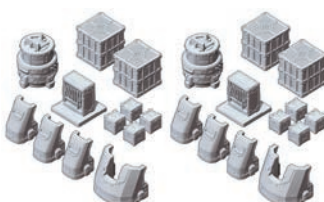
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SGS HGCV02.....\$49.00



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GROUND COMMAND UNSC SCENERY BOX

SGS HGUN01\$38.50



GROUND COMMAND UNSC WARTHOG BOX

SGS HGUN02.....\$47.25

STEAMFORGED GAMES

GUILD BALL (SEASON 2)

Scheduled to ship in October 2016.



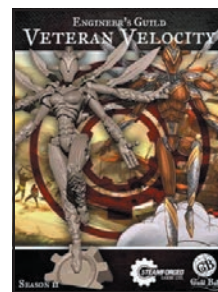
BREWER QUAFF MASCOT 40MM

SFG BBRE02-003.....\$14.99



ENGINEER MOTHER MASCOT 40MM WITH 3 NEST MARKERS (3 X 30MM)

SFG BENG02-003\$21.99



ENGINEER VETERAN VELOCITY 30MM

SFG BENG02-005\$14.99



FISHERMAN VETERAN SIREN 30MM

SFG BFIS02-005\$14.99

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OGRE

In 2085 A.D., armored warfare is faster and deadlier than ever.



Rolls Out January 2017

Ogre Sixth Edition:

Big enough for an immersive experience; small enough to fit on your shelf. Fully compatible with *Ogre Designer's Edition*.



STEVE JACKSON GAMES



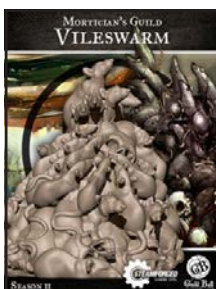
ogre.sjgames.com/products



**MASON WRECKER MASCOT
40MM (SEASON 2)**
SFG BMAS02-003.....\$14.99



MORTICIAN VETERAN GRAVES
SFG BMOR02-005.....\$14.99



**MORTICIAN VILESWARM
MASCOT 40MM**
SFG BMOR02-003.....\$14.99



SHADOW GAMES
Every now and then, a special player comes along - one so talented that no Guild can afford to lose him. And when the stakes are high, you can bet on one thing: ordinary rules don't apply! The Guild sharks will stop at nothing to recruit this rising star. Backstabbing, double-dealing, lying, cheating...you name it, they'll do it! For all is considered fair in the *Shadow Games*. Set in *Guild Ball's* devious, backstabbing Empire of the Free Cities, *Shadow Games* is a fast-paced game of bluffing and intrigue for 2-6 cunning players.
SFG SG-001.....\$29.99

STEVE JACKSON GAMES



MUNCHKIN: HIDDEN TREASURES
From Apocalypse through Zombies, *Hidden Treasures* features 78 hard-to-find cards of *Munchkin* goodness! Scheduled to ship in January 2017
SJG 1507.....\$19.95

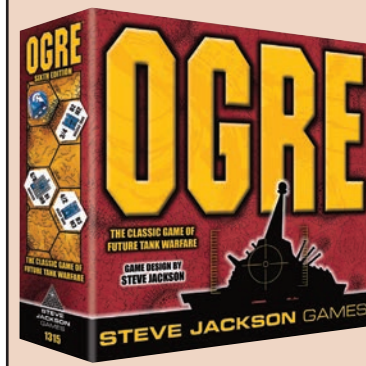


**MUNCHKIN: MOOP'S
MONSTER MASHUP DELUXE**
Moop's been making Monsters by mashing things together. First the Kangarooster, then the Drizzly Bear - when will it end? Now, you're down in his dungeon, fighting those monsters and taking their stuff! And the Treasures are just as weird as the Monsters! This second printing of the game of mixed-up magical mayhem comes with a new game board and standies. Scheduled to ship in December 2016.
SJG 1544.....\$29.95



MUNCHKIN: VALENTINES
Munchkins love stealing treasure - but why not try stealing hearts with these *Munchkin Valentines* packed with five valentines and envelopes. And the best part? You can give your flames the gift of *Munchkin*, because the package also comes with five small packs of *Munchkin* cards that fit snugly inside the valentines! Scheduled to ship in January 2017
SJG 5607.....\$5.95

SPOTLIGHT ON



OGRE (SIXTH EDITION)
The giant tank lurches as it stalks its target... its guns have been destroyed, its movement crippled, but only a few defenders are left. Can they stop the cybernetic juggernaut, or will it crush the Command Post beneath its massive treads? *Ogre* is the game of futuristic warfare, pitting squads of infantry, armor, and artillery against a single foe - the giant robot tank called the *Ogre*. This *Sixth Edition* of *Ogre* features *Ogre Mk III* and *Mk V* with all-new paint jobs (maroon and grey) and comes with the same gameboard as *Ogre Designer's Edition*. Scheduled to ship in January 2017
SJG 1315.....\$49.95

SURFIN MEEPLE

ROOM-25: ULTIMATE EDITION
Run! Survive! Escape! Dear Candidates, hello! You have been selected by the Entertainment Ministry to be part of our fabulous show! Broadcast worldwide in high definition, you will delight millions of viewers by surviving the deadly traps of our Complex. You have limited time to escape! Let's get started! And don't forget to smile - you're on TV! 25 Rooms! 10 Turns! One Exit! No Hope! Scheduled to ship in December 2016.
PSI SMPROO-010.....\$49.99



TASTY MINSTREL



PSI TTT2009.....\$79.95

**COLOSSEUM: EMPEROR'S
EDITION**
As commanded by the Emperor, Rome is in the midst of a 100-day celebration commemorating the opening of the greatest public arena ever conceived by man - the Colosseum! Earn wealth and glory as one of Rome's greatest impresarios by producing grand spectacles in the hopes of attracting the most spectators to your events. Scheduled to ship in January 2017
PSI TTT2009.....\$79.95

THINK GEEK



CRITICAL HIT D20 MUG
Better than a wine skin, this *Critical Hit d20 Mug* holds 12-ounces of your favorite brew. The lid allows you to steep your tea or just keep your beverage of choice warm longer. (Or keep the dice out of it.) The mug is dishwasher and microwave safe. Scheduled to ship in November 2016.
DIA STL026763.....PI

TWILIGHT CREATIONS PRESENTS

ZOMBIES!!!

Game Design by Todd and Kerry Breitenstein

Third Edition



A Board Game of Horror Survival!

ZOMBIES!!!

puts you in the middle of the action as you try to escape the relentlessly advancing zombie horde. Players must use a combination of wits and brawn to be the first to the helipad and certain escape. The only problem is, the zombies are everywhere and they appear to be very hungry.

The game, for two to six players, features an ever-changing map and an ever-growing army of the undead. Players take turns playing map tiles, placing zombies, running furiously, fighting and generally creating havoc for the opposition. Combined, this makes ZOMBIES!!! a different game everytime you play it.

The helicopter is about to leave,
will you make it?

www.twilightcreationsinc.com

TLC 2011

SRP \$29.99



SUPPLEMENT YOUR ZOMBIES!!! EXPERIENCE WITH...



AND



3D Bullets (TLC 2027)
and Hearts (TLC 2028)

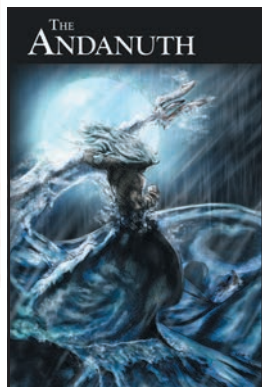
AVAILABLE NOV/DEC 2016



OFFICIAL ZOMBIES!!! GAME
SOUNDTRACK FROM
MIDNIGHT SYNDICATE
AVAILABLE NOW



TROLL LORD GAMES

**CASTLES AND CRUSADES RPG:
THE ANDANUTH**

The Andanuth is the many-storied tale of the world of Aihrede, from its beginning in the depths of the Void, through the rise of the Val Eahrakun, to the age of the Young Kingdoms. There are stories here, great and small, finished but yet undone. Told in seven orations, this collection of tales renders the world complete in all its manifold forms, from the evil to the sublime, from the noble to the mad. Rich in depth and mythology, a whole world's history unfolds. Scheduled to ship in October 2016.

IMP TLGCG19402\$24.99

**VICTORIOUS RPG:
PHANTASMAGORIA**

The Great and the Good! Persons of Dubious Intent! Sceptre! This gallery of SuperMankind for the *Victorious RPG* features notes on the composition and inhabitants of Darkmore Prison! Scheduled to ship in October 2016.

IMP TLG77041\$9.99

**FORCE OF WILL: L1: DECK BOXES**

Scheduled to ship in September 2016.

FIETHSING
UPI 85078 PI

SUN WUKONG
UPI 85080 PI

ZERO
UPI 85079 PI

**FORCE OF WILL: L1: PLAYMATS**

Scheduled to ship in September 2016.

FIETHSING
UPI 85081 PI

SUN WUKONG
UPI 85083 PI

ZERO
UPI 85082 PI

VICTORIOUS RPG

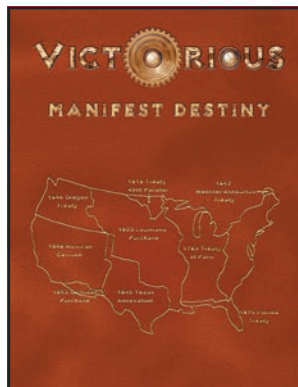
Gaslight street lamps pour fitful illumination through the fog-shrouded streets of Victorian cities. Menacing figures lurk in darkened alleyways, while desperate men with nothing to lose and the determination to take what they can from others plot. In *Victorious: Victorian Role Playing Adventure in the age of Supermankind*, masked vigilantes pit their fantastic powers against the evil that's settled in the darkened streets of a Victorian past that both was and was not! Powered by the SIEGE engine, *Victorious* allows you to create a wild assortment of heroes, from Contraptionists and Magicians, Investigators and Mesmerists, to the wickedly smart and the inhumanly powerful, and can be scaled to meet adventures with investigators of crime, defenders of society against evil monsters, and even mad scientists foiled by masked superheroes. Scheduled to ship in October 2016.

IMP TLG77011\$29.99

**VICTORIOUS RPG: HUNTER &
HUNTER CATALOGUE**

From Adhesive Shoes and Magnetic Eyes, to the Clockwork Carriage and the Hydraulic Horse, *The Hunter & Hunter Catalogue* serves up a Collection of all Manner of Curiosities for All Your Extraordinary Needs for use with the *Victorious RPG*. Scheduled to ship in October 2016.

IMP TLG77051\$9.99

**VICTORIOUS RPG:
MANIFEST DESTINY**

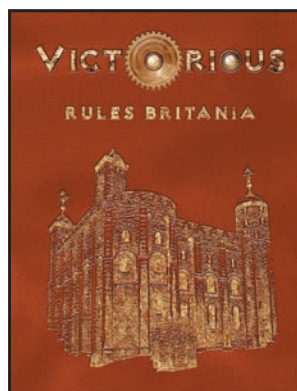
From sea to shining sea, the American republic stands paramount despite unhealed wounds of the Civil War, the battles with the remaining Indian tribes, and Segregation that still mars the nation. This supplement for the *Victorious RPG* details the United States of the 1880s and 1890s, providing information both historical and fantastical for heroes and heroines who fight for justice in the Great Republic. Scheduled to ship in October 2016.

IMP TLG77061\$12.99

**VICTORIOUS RPG:
NIGHT OF THE JACKALS**

A new drug is finding its way into pubs and Apothecary shops throughout the East End of London. Called "M", it causes rioting, murder, and worse! Can your heroes find the source of this maleficent chemical before the city is overrun with carnage? *Night of the Jackals* is a Gilded Adventure for Levels 2-4 for the *Victorious RPG*. Scheduled to ship in October 2016.

IMP TLG77081\$9.99

**VICTORIOUS RPG:
RULES BRITANNIA**

Ruling over the oceans and a quarter of the Earth's surface, the British Empire is unarguably the Superpower of the Nineteenth century. Yet, cracks appear in the façade of Anglo-Saxon superiority, and nefarious forces are determined to overthrow Queen Victoria's realm. Details abound on Turn-of-the-century British society, cities, and figures that *Victorious* heroes and heroines might encounter for good or ill. Scheduled to ship in October 2016.

IMP TLG77071\$12.99

ULTRA PRO

**FORCE OF WILL: L1: STANDARD
DECK PROTECTOR SLEEVES**

Scheduled to ship in September 2016.

FIETHSING
UPI 85075 PI

SUN WUKONG
UPI 85077 PI

ZERO
UPI 85076 PI

**GRAVITY DICE D6 - 5 DICE SET**

Scheduled to ship in September 2016.

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UPI 84766 PI

BLACK FOREST
UPI 84935 PI

GOLD
UPI 84767 PI

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- Holds **75** double-sleeved cards
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(cards & accessories
not included)



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Arctic Frost



84725
Blood Knight



84726
Defiant Piper

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MAGIC THE GATHERING: COMMANDER 2016

Scheduled to ship in September 2016.

MAGIC The Gathering® COMMANDER™

120CT DECK PROTECTOR SLEEVES

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V2	UPI 86475.....	PI
V3	UPI 86476.....	PI
V4	UPI 86477.....	PI
V5	UPI 86478.....	PI

PRO 100 DECK BOX WITH TRAY

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V2	UPI 86480.....	PI
V3	UPI 86481.....	PI
V4	UPI 86482.....	PI
V5	UPI 86483.....	PI

PLAYMAT

V1	UPI 86424.....	PI
V2	UPI 86425.....	PI
V3	UPI 86426.....	PI
V4	UPI 86427.....	PI
V5	UPI 86428.....	PI

MAGIC THE GATHERING: PREMIUM ZIPPERED GAMER POUCH

UPI 86484.....	PI
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USAOPOLY

THE LEGEND OF ZELDA COLLECTORS CHESS SET

The Legend of Zelda Collector's Chess Set features prominent hero and villain characters from The Legend of Zelda: Ocarina of Time video game and pits them against each other in a battle of wits and good versus evil! The Chess set comes with 32 highly detailed, custom sculpted vinyl pieces with metallic finish. On the heroes side, you'll find Link as King, Zelda as Queen, Impa as the Bishops, Epona as the Knights, Darunia as the Rooks, and Navi as the Pawns. Villains include Ganon as King, Twinrova as Queen, Iron Knuckle as Bishops, Phantom as Knights, Apos as Rooks, and Dekunuts as Pawns. Scheduled to ship in November 2016.



WIZKIDS/NECA

FEATURED ITEM



DICE MASTERS

DC DICE MASTERS: SUPERMAN AND WONDER WOMAN STARTER SET

Featuring fan-favorite characters like Superman and Wonder Woman, alongside other Kryptonians and Amazons, the DC Comics Dice Masters: Superman and Wonder Woman Starter Set will lead to epic dice battles! Introducing new spins

on eight DC heroes (and their dice!), DC Comics Dice Masters: Superman and Wonder Woman Starter Set will get you roped up in Dice Masters! Scheduled to ship in May 2017

WZK 72515.....	\$19.99
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SPOTLIGHT ON



D&D NOLZUR'S MARVELOUS UNPAINTED MINIS

Scheduled to ship in January 2017

BLINK DOGS		HALFLING MALE ROGUE	
WZK 72568.....	\$3.99	WZK 72626.....	\$3.99
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HALFLING FEMALE ROGUE		ZOMBIES	
WZK 72627.....	\$3.99	WZK 72567.....	\$3.99

FEATURED ITEM



DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS STARTER SET

Go on a grand adventure through the Forgotten Realms with this new set of starter miniatures for play with the legendary fantasy roleplaying game Dungeons & Dragons.

This newly revised version of the D&D Icons of the Realms: Starter Set includes the characters Gold Dwarf Cleric, Human Ranger, Sun Elf Wizard, Northlands Fighter, Lightfoot Halfling Rogue, and a new Hero - the Wood Elf Druid! Scheduled to ship in November 2016.

WZK 72778.....	\$19.99
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FEATURED ITEM



DUNGEONS & DRAGONS RED DRAGON TROPHY PLAQUE

Decorate your game store, game room, or den with this stunning recreation of the *Dungeons & Dragons* Red Dragon! Crafted of foam rubber and latex, and carefully handpainted for realistic detail, the Red Dragon Trophy Plaque measures 39.37" x 22.44" x 27.55" and weighs approximately 20-lbs. Scheduled to ship in December 2016.

WZK 72788 \$299.00

FEATURED ITEM



DICE MASTERS

MARVEL DICE MASTERS: DEFENDERS TEAM PACK

The *Marvel Dice Masters: Defenders Team Pack* features the most recognizable members of the Defenders roster, including Hulk, Iron Fist, and Jessica Jones! These dice pack a punch that'll leave your opponents saying "Sweet Christmas!" With 24 cards and 16 dice, this release is perfect when your *Dice Masters* collection needs more than superheroes - it needs Defenders! Scheduled to ship in March 2017

WZK 72507 \$9.99

FEATURED ITEM



MARVEL HEROCLIX: MERC 4 MONEY FAST FORCES

The *Marvel HeroClix: Deadpool and the Mercs 4 Money Fast Forces Pack* includes six all-new dial designs featuring Deadpool along with his new group of mercenaries: Foolkiller, Madcap, Slapstick, Solo, and Stingray! *HeroClix Fast Forces Packs* are designed for quick play and easy team-building for both tournaments and casual games. Scheduled to ship in April 2017

WZK 72186 \$16.99

SPOTLIGHT ON



GAMES



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Scheduled to ship in January 2017

ELF FEMALE FIGHTER	HUMAN FEMALE FIGHTER
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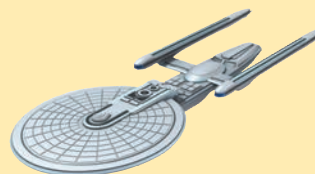
FEATURED ITEM



STAR TREK ATTACK WING: BIOSHIP ALPHA EXPANSION PACK (2016)

The bioship was an organic vessel that was used by Species 8472 and had a similar genetic makeup to their pilots. The bioships, and Species 8472 themselves, were resistant to assimilation by the Borg and had enough firepower to destroy a Borg ship with only a couple of shots. Scheduled to ship in March 2017

WZK 71281-NEW \$14.99



STAR TREK ATTACK WING: FEDERATION U.S.S. EXCELSIOR EXPANSION PACK (2016)

The U.S.S. *Excelsior* is a 23rd Century prototype vessel used for conducting scientific missions and for testing new technological equipment. Under the command of Captain Styles, it was the first ship that attempted to employ the experimental Transwarp Drive. Under the command of Captain Hikaru Sulu, it conducted a three year mission exploring gaseous atmospheric anomalies in the Beta Quadrant. Scheduled to ship in March 2017

WZK 71272-NEW \$14.99

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GT
NOV
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FEATURED ITEM

**TOWER OF LONDON
BOARD GAME**

Legend says if the Tower of London Ravens are lost or fly away, the Crown will fall and Britain with it! In *Tower of London*, players fight for control of the tower using their influence to occupy different buildings and gather ravens. Scheduled to ship in April 2017
WZK 72805 \$24.99

WYRD MINIATURES

MALIFAUX

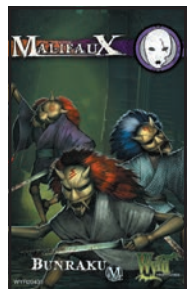
Scheduled to ship in October 2016.

**GREMLINS SURVIVOR**

WYR 20632 \$21.00

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WYR 20036 \$15.00

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WYR 20035 \$12.50

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WYR 20037 \$10.00

**THE TORTOISE AND THE HARE
TWISTED ALTERNATIVES**

WYR 21049 \$40.00

Z-MAN GAMES

CARCASSONNE: AMAZONAS

Explore the Amazon River and jungle in *Carcassonne: Amazonas*! Send your meeples in villages and tributaries that border the majestic river (while you're there, keep an eye out for fruit), and build camps in the jungle to observe the wildlife. But, don't get too distracted by this tropical paradise - your opponents have already started racing down the Amazon River, and you'll need to follow them if you wish to be on your way to victory! Scheduled to ship in November 2016.

ZMG 78670 \$34.99



SPOTLIGHT ON

**NAUTILON**

Take command of a Nautilon submarine, control the changing tides, and put an end to the Darkhouse's delusions of conquest before its destructive fleet enslaves the Happy Isles! The only way to stop this elusive vessel is to neutralize the Darkhouse, nestled at the bottom of the Abyss, and you'll need to gather a formidable crew to accomplish this heroic task. *Nautilon* is set in Shadi Torbey's Oniverse. Scheduled to ship in November 2016.

ZMG 49003 \$24.99

**PANDEMIC: THE CURE EXPERIMENTAL
MEDS SUPER-EXPANSION**

Face dangerous new threats as a fifth virus spreads across the globe and Hot Zones make their entrance, changing the rules for the worse! Fortunately, new medical experts have joined the fight to help you. *Experimental Meds* injects a healthy dose of expansion content into *Pandemic: The Cure*. Scheduled to ship in November 2016.

ZMG 71151 \$49.99



MALIFAUX^{2E}



BEACON OF KNOWLEDGE **\$50**
WYR20343



THE SKY PIRATES **\$50**
WYR20635

Wyrd

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Mayfair Games

2016 Holiday Shopping Guide

I know, it's the last thing you want to hear, so brace yourselves: it's time to start thinking about the Holidays again. For the gamers in your life, and if you're lucky there's a lot of those, Mayfair is here to help you find the perfect games to brighten the faces of those you love. It's better than that look where they're trying to find the gift receipt, at least.

GAMES FOR TWO



Sometimes you just want to spend time with one special friend. Or maybe everyone cancels game night at the last minute. Well, don't despair, because Mayfair has an amazing and ever-growing line of two-player games to help keep you and a friend company during the calm before the holiday storm.

Patchwork is one of our most successful games in this line. This instant classic tasks each player with sewing the best quilt. Both players must manage their time and income, as well as master the challenging puzzle aspect to this game if they want to emerge the victor.

Fight for Olympus is a perfect blend of card combat, area control, and two-fisted Greek mythology. Recruit great heroes of Greek's Homeric Age such as Odysseus, Helen, Hercules, and Iphigenia to fight for your side. Marshall your forces to control Troy, Delphi, and Olympus itself on your way to ultimate victory!



GAMES FOR THE FAMILY



Oh My Goods! is a card game where 2-4 players try to build the best production chain and become the ultimate medieval merchant! Make the most of the cards you're dealt and decide if you will churn out cheap goods or focus on a few high-quality items. Just work more efficiently than your opponents and master your craft!

Agricola Family is the lighter, more casual descendent of Uwe Rosenberg's enduring classic. Players must build the best farm while struggling to feed their growing family. This game for 1-4 players proves that while the 17th century wasn't an easy time to be a farmer, it can be a game the entire family will love.

Costa Rica challenges 2-5 players to reveal the rainforest in this tile-revealing game of mystery and exploration. Several expeditions have set out to explore the jungles of Costa Rica, where never-before-seen wildlife and the dangers of Dengue fever await. How far will you push your luck? Will your competitors hurry home and take credit for your discoveries?



In *Isle of Skye*, 2 to 5 players take the roles of chieftains on this beautiful island. But that isn't enough for them and every chieftain wishes to go from chieftain to king! To do this, they'll try to grow their fiefdom more efficiently than their fellow chieftains, buying and selling land in a way that benefits them more than their neighbors. With 16 different victory conditions every game is unique, and you must adapt to the current conditions to emerge victorious. *Isle of Skye* won the 2016 *Kenner Spiel des Jahres*, so add this instant classic to the holiday shopping list of your favorite gamer today!

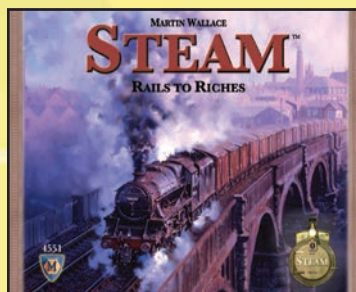
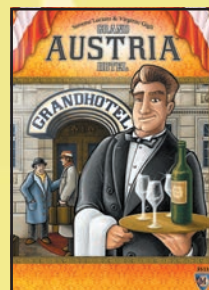


GAMES FOR THE "SERIOUS" GAMER



1844/54: Switzerland and Austria relive the origins of rail travel in Switzerland and Austria. In the 19th century, men of iron forged empires from ribbons of steel through shrewd dealings and ruthless efficiency. Trade in the stock of train companies, even your competitors, as you build the most profitable railway system and forge a path to victory. This game for 3-7 potential magnates is not for the faint of heart!

Grand Austria Hotel takes 2-4 players back to the dawn of the 20th century. Vienna is a center of commerce, politics, and tourism, and a number of grand hotels competed for the business of these valuable customers. Entertain your guests in the hotel restaurant, satisfying their desire for food and drink while you prepare their rooms. Build the perfect staff, run your kitchen efficiently, fill as many rooms as you can, and don't forget to please your king! Juggle all of these and you will be the crown jewel of Vienna's hotel industry!



Steam adds to Mayfair's already impressive list of transportation games and keeps getting richer and more detailed as time goes on. This game is simple to learn, but full of difficult strategy and tough choices that bring gamers back to it again and again. Build the most efficient train company and emerge victorious in this game for 3 to 5 players. Better yet, once you've got *Steam*, there are five expansion packs full of new maps and new challenges to keep the game lively, off your shelf, and on your table for years to come!

Thanks for joining us on this tour of Mayfair's exciting holiday catalog. Have a safe and happy holiday season and look for more to come from Mayfair Games!

...

Can you build a city?

Jobs, houses, resources, education
and foreign relations are all under
your control, but in the end,
it's all about...



The Tim Puls Colonists

Build your city in this epic strategy
game, coming this fall!



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CORVUS BELLI INFINITY

BEYOND THE RED VEIL:

MAGHARIBA GUARD

AN ARTICLE BY GUTIER LUSQUÍÑOS. EDITED BY JEREMY BRECKBILL.

The Operation: Red Veil Battle Pack is the perfect introduction to Infinity, providing the necessary models to play the tutorial games included in the box. Beyond that, the two Starter Packs in this box are a great foundation for any Army List. However, to be able to play a standard 300-point Infinity battle the player needs more models (but not much more). By adding a couple of units to the Starter Packs, players will be able to play 300-point Infinity games.

Considering that standard, the Operation: Red Veil booklet includes a playable 300-point Army List composed of each Starter Pack and one or two recommended products as a suggestion to new players. A characteristic element of both Army Lists is that each one includes a TAG — a Tactical Armored Gear, a huge servopowered combat armor — as these are some of the most iconic troops in the Infinity universe.

The suggested TAG model for Haqqislam, one of the two factions included in the Battle Pack, is the Maghariba Guard, an impressive scorpion-like combat machine. This four legged TAG has a distinctive silhouette thanks to its tail-shaped weapons platform. Being the only four legged Infinity TAG, the Maghariba Guard is also the biggest. It is a highly detailed model that will be the focus of any adversary, not only for its impressive look, but for its formidable combat characteristics.

WHAT IS THE MAGHARIBA GUARD?

The Maghariba Guard is the cream of the crop of the Haqqislamite army. This celebrated armored regiment produces the units that form the personal guard of the Hachib, Haqqislam's Prime Minister. Due to the scarcity of available units, High Command prefers not to risk the Magharibas needlessly; Haqqislamite strategy books do not include massive armored charges. Instead, the Maghariba Guard acts as a heavy anvil against which the Ghulam Infantry crushes the enemy. This does not mean that Maghariba pilots are chosen for their cautiousness. In fact, they tend to be very cunning, using their inferior numbers as an advantage and clearing away enemies with an intelligent and precise display of their increased mobility and firepower.

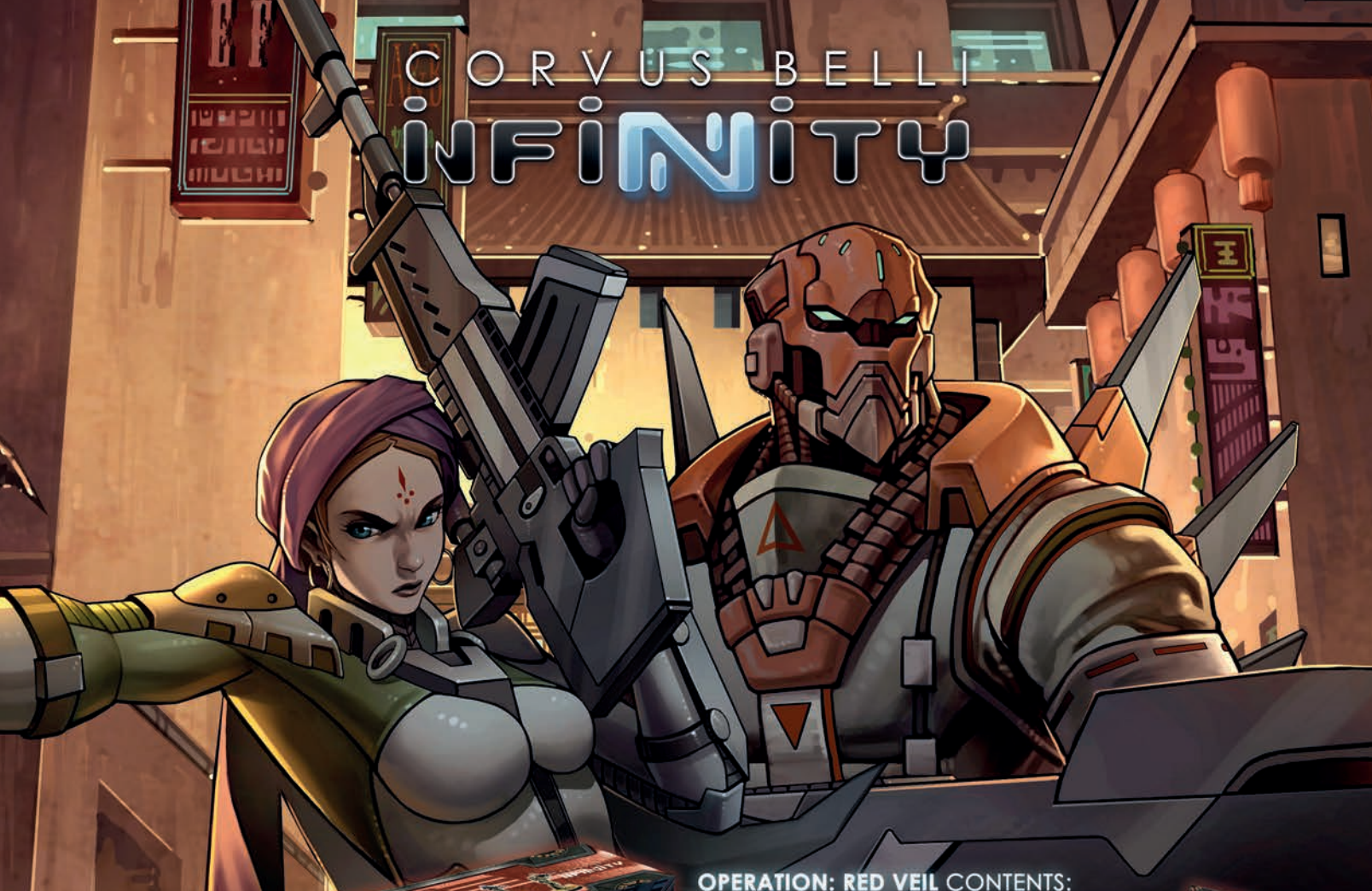
INFINITY: OPERATION RED VEIL

CVB 280010-0595\$101.64 | Available September 2016!



OPERATION
RED VEIL

CORVUS BELLI INFINITY



OPERATION: RED VEIL CONTENTS:

14 METAL MINIATURES

6 DICE

FULL COLOR 80 PAGE BOOKLET [ENG-ESP]

NEON LOTUS SCENERY PACK

GAME ACCESSORIES



OPERATION RED VEIL



INFINITYTHEGAME.COM
STORE.INFINITYTHEGAME.COM

TWO-PLAYER INTRODUCTORY BATTLE PACK

PAIRS: A NEW CLASSIC PUB GAME

PAIRS: CORE DECK

PSI CAG208 \$9.95 | Available Now!

In the Spring of 2012, game designers James Ernest and Paul Peterson invented a press-your-luck card game called *Quicksilver*, played with a standard poker deck. In *Quicksilver*, players try to get the best poker hand by taking cards one at a time. *Quicksilver* was later modified into a custom deck game, using a Tarot-style deck, and the rules were modified to include “losing” as well as “winning,” based on different combinations of cards. Although *Quicksilver* is still unpublished, that game laid the foundation for *Pairs*, Ernest and Peterson’s “New Classic Pub Game.”

James Ernest is no stranger to pub games. He was the lead designer for the *Fable II* pub games (Microsoft / Lionhead, 2008), and has published dozens of similar games through Cheapass Games. James is also an avid casino gambler, and the co-author of two poker books, including *Dealer’s Choice*, with Mike Selinker and Phil Foglio.

What defines a “pub game?” Ernest says “Pub games are quick, simple, and portable. Players should be able to watch one game and join in the next. It also doesn’t hurt if you can play for money.” Technically, Ernest

of 10s, you score 10 points, and points are bad. This accentuates the triangular dynamic of the deck, making 10’s super-risky. When you earn too many points, you lose the game, and rather than paring the players down to one winner, the game ends with only one loser.

James Ernest traveled to several conventions and shows with *Pairs* in the Fall of 2013, including the Global Gaming Expo, where he bounced it off some of the casino industry’s top math professionals. He also made sure to test the game with “non-gamers,” getting great results with nearly every type of player, and over the course of several months he honed the mechanics and worked out the math.

“The question of whether to take a card is a complex puzzle,” muses Ernest. “The solution can depend on the rank of the card, your current score, what cards you have seen, and even your estimation of the other players’ skill levels. If there were a simple method for playing correctly, the game would be boring. We worked out the numbers to make sure this wasn’t true.”

Pairs was introduced to the world in Spring 2014. It was a great success, partially due to a partnership with Patrick Rothfuss, who lent his stories and images to four of the twelve first-generation *Pairs* decks, bringing in a steady stream of interested new gamers.

The core *Fruit Pairs* deck plays on the name of the game, with simple artwork of fruits and vegetables, and a Pear on the 1 (which, ironically, can’t be paired). Some limited-edition decks from the first year include Pete Venters’ *Goblin Deck*, John Kovalic’s *Shallow Ones*, and Echo Chernik’s *Barmmaids*.



distinguishes a “pub game” from a “casino game” in that the former doesn’t have a house player, or any built-in advantage for the house.

In the summer of 2013, Ernest and Peterson set out to create a new pub game based on *Quicksilver*, and invented *Pairs*. The core mechanic is that getting a pair is bad. Based on that, the game designers adopted a 55-card triangular deck: one card of rank 1, two of rank 2, and so on up to rank 10. This distribution changes the odds of getting a pair based on the rank of the card, a nuance that’s missing from the standard poker deck.

“We had a concept for a more complex deck,” explains Ernest. “We’re math guys, so we overcomplicate things. Using the same number of cards, you can actually create a deck numbered 1 through 10 in three different directions, which we called a ‘Pyramid’ deck. *Pairs* only has one of these dimensions, so we tend to call it a ‘triangle.’ We brainstormed a few games for the Pyramid deck, but they mostly wound up using only one dimension. So usually the *Pairs* deck can do the same job, with much simpler labels.”

Based on the simple mechanic of “pairs are bad,” Ernest and Peterson developed *Pairs* around penalty points. When you get a pair

Each *Pairs* deck comes with its own game variant, and all the variants are collected online at playpairs.com. Some favorite games include:

- *Port and Starboard*, two games from in the *Pirate Pairs* deck by Brett Bean. Two related press-your-luck games in which there is just one winner.
- *Sweep*, a bidding game from the *Commonwealth (Name of the Wind) Pairs* Deck, by Shane Tyree.
- *Regent*, a two-player bluffing game from the *Muses (Girl Genius)* deck by Phil Foglio
- *The Judge*, a cooking contest, from the *Goddesses of Cuisine* deck by Echo Chernik.

Look for *Horn of Plenty*, a free, GTM-exclusive *Pairs* game, in this issue!

...

Pairs is a card game for two-eight players ages 10 and up. The original *Fruit* deck, limited edition art decks, and the newest *Pairs* game, *Deadfall*, are available at fine game retailers for \$10 each. Learn more about *Pairs* at PlayPairs.com and Cheapass.com.

Cheapass Games Presents

Horn of Plenty

A Free PAIRS Game for 3-6 Players



Horn of Plenty is a bluffing game for 3 to 6 players, played with a **PAIRS** deck. Since it's Thanksgiving-themed, we suggest using the **Fruit**, **Goddesses of Cuisine**, or the **Lord of the Fries** Pairs deck, but of course any deck will do.

Setup: Shuffle the deck and deal five cards to each player: one card face up, and four face down. (Players can look at their own down cards.) The player with the lowest upcard will go first. If the lowest card is tied, deal more cards to break the tie, but throw them away. Play begins with the lowest upcard and proceeds to the left.

On Each Turn: Play a card from your hand face down, and declare the rank of the card. This declaration may be *true or false*. The player on your left gets the first opportunity to agree, disagree, or pass.

Agree or Disagree: Say whether you agree with the declared rank of the card. If you are right, you may decide which of the two players (yourself and the person who played it) receives the card into their faceup hand. If you are wrong, this decision is made by the player who played the card. *For example: Beth plays a card and declares that it is a five. Andrew says "yes it is," and the card is revealed. If Andrew is right (it is a five) then he may keep it, or give it to Beth. If it is not a five, then Andrew is wrong, and Beth may decide either to keep it, or to give it to Andrew.*

Pass: If you pass, the option to agree or disagree moves to the left. If the card passes all the way around, then it is revealed and the player who played it may place it *anywhere*.

Scoring: *Why would you decide to give a card to someone else?* The object of the game is to accumulate the most points in your face-up hand, but without getting pairs. Each card is normally worth its rank in points, but if you get two cards of the same rank, you must throw them away immediately. For example, if you have 10-8, you have 18 points, but if you get another 8, you discard both 8's and are down to 10 points.

End of Round: The round ends after the last card is played. The player with the most "card points" in their faceup hand receives "game points" equal to the number of players. For example, the top score is 5 points if there are five players. Lower hands receive one less point each, so if there are no ties, the scores for five players will be 5-4-3-2-1. If two players are tied in card points, they both get the higher amount of game points.

End of Game: A full game is played to a total of 11 game points.

Play More Pairs! *Horn of Plenty is just one of dozens of amazing games that you can play with a PAIRS deck. Learn more from Cheapass Games or at playpairs.com.*



Fall of Magic

FALL OF MAGIC

HDC HOTD 003 \$95.00 |

Available Now!

Magic is dying and the Magus is dying with it. We travel together to the realm of umbra, where magic was born.

Fall of Magic is the award-winning game of fantasy storytelling where you and your friends play a group of travelers on a journey in the company of the Magus. Each turn, inspiring prompts guide us to narrate the story, scene-by-scene. The Magus is shared and on your turn you can choose to play as the Magus, advancing us further down the road.

The game features an elegant rules set and a stunning presentation, including a hand-silkscreened canvas scroll which unrolls as we travel, revealing perilous roads, strange hosts, and fantastic locales as we seek to discover who our characters are, how they relate, and how this journey changes them.

HAND-CRAFTED IN THE USA

Hand-crafted in the United States, the game's unmatched artistic quality and beauty takes players by surprise, immersing them in the unfolding stories at a level most players have only ever wished for. This deep fantasy storytelling is achieved with very few rules and the simplicity of a board game, making it appeal to hardcore and casual gamers, alike. The 5-foot canvas scroll is hand silkscreened in small batches and includes stunning illustrations by MTG/*Netrunner* artist Doug Keith. The components of *Fall of Magic* are each unique and high quality – like the thick metal coins with detailed illustrations and the oversized island cards – inviting all the senses, making *Fall of Magic* a truly immersive gaming experience.

RE-PLAYABILITY

You will appreciate the sturdy box and high-quality materials used in *Fall of Magic* when it keeps coming down off the shelf, week after week, becoming a longtime favorite among your friends and family. This is a game you can enjoy playing again and again, as it offers many possibilities and completely different play experiences each time. To start, there are several characters to choose from and several places of origin. And even if you choose the same characters and a similar story line each time, the collaborative nature of the game means that the players will inevitably inspire new story elements to emerge. *Fall of Magic* also offers players

multiple options as they decide how to travel to the Realm of Umbra. With an alternate route on the reverse side of the scroll, you can venture into The Deep Way, flipping the scroll over to reveal new destinations. Travelers can also choose to navigate the Sightless Sea, where they will encounter islands, each with their own landmarks and prompts depicted on oversized illustrated island cards. It will take you numerous hours of play to exhaust these possibilities, and by then you will be a master storyteller with a whole new repertoire of ideas to explore.

FAMILY-FRIENDLY

Fall of Magic has been enjoyed by children as young as 8-years-old. As long as they are of a modest reading level, they are old enough to play. Because the players, themselves, generate much of the creative content and plot development, *Fall of Magic*

is intrinsically as family-friendly as those playing it. The game highlights built-in elements that teach empathy, listening skills, collaboration, and creativity – all important skill-building for children and engaging in a group activity. *Fall of Magic* is not competitive and offers alternative ways of interacting, facing challenges, and forming a sense of self. Don't be fooled by the game's ability to engage young audiences; it is mature, nuanced, and beloved by die-hard, old school gamers as well.

AWARDS AND PRESS

Since its release in the spring of 2016, *Fall of Magic* has received a chorus of praise from the industry, as well as receiving two Indie RPG Awards for "Most Innovative" and "Best Production", and nominated for the Origins, two Golden Geeks, and the Diana Jones Award.

The press has been equally kind with glowing reviews from *Shut Up & Sit Down*, *Kill Screen*, *The Escapist*, and *Geek Dad*, to name a few.

CONCLUSION

Award-winning game designer Ross Cowman presents this handmade indie game you are sure to love. Originally from Seattle, Ross has lived in Olympia, Washington, since 1998. He is an active organizer of the Cascadian indie gaming scene and infuses his games with the inspiring and quirky spirit of Cascadian culture for others to enjoy throughout the world. In addition to *Fall of Magic*, his publishing credits include *Serpent's Tooth* and *Life on Mars*. Ross has taught workshops and helped organize Games on Demand at Gamestorm, PAX Prime, and Fabricated Realities. He has worked in the publishing industry since 2003, first as manager of the internationally acclaimed Bicycle Records and more recently as the owner of his own game publishing company, Heart of the Deernicorn. You can find out more about Ross's work at FallofMagic.com

Mo Golden is an associate designer and head of marketing at Heart of the Deernicorn. Originally from the D.C. area, Mo has spent her adult life on the west coast and in South America. She is a bilingual expressive arts educator and service learning trip leader with expertise in the creative process and cross-cultural understanding.



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2-4 Players



60-90 Min



Ages 14+

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DOUBLE VISION

Party People Games has a simple slogan, "Get Our Games and Go Party". Unlike most games on the market, these games are made for parties, and I'm no stranger to partying. The first game to hit the market, *Double Vision*, was inspired by a theme party I threw while attending the University of Texas at Austin. All party guests were greeted with a box of name tags and instructed to draw one at random and wear it around their neck. Each name tag had a character name and a rule that had to be followed when the guest talked to anyone at the party. Guests could trade name tags by revealing their underwear to any other guest with a name tag they wanted.

The name tags have come a long way since college (you won't find "Cheap Drunk" in the current set) and are now integrated into *Double Vision* and the upcoming *Party Name Tags* series. The instructions have also evolved, so keep your underwear to yourself.

Another gameplay element, the party trick cards, were also inspired by college shenanigans. One of my favorite activities to do with my friends when we were out was asking them to come up with a test that I could only do while sober. My friends would come up with spelling, memorization, eye/hand coordination, and other tests. They were always fun to attempt and were incorporated into *Double Vision* and the upcoming expansion packs as "Party Trick" cards.

Double Vision combines the aforementioned name tags and Party Trick cards with some drunken challenge trivia cards and wild cards called New Year's Resolutions.

Players can collect one or more resolutions as they lap the board, passing the New Year's Eve party, and use them to earn drinks or other advantages within the game. Although *Double Vision* is currently limited to 4-8 players, those players can join the game any time after it has started, and expansion packs are in the works that will increase the player count to as many as 20 players. Think that's a large enough party?

The second set of games to hit the market is called *Double Play* and can handle as many players as you can muster. The number of players is only limited by the amount of trivia cards you're playing with; and all the decks in the series can be combined for larger games. *Double Play* also acts as the first official expansion pack for *Double Vision* by replacing the drunken challenge trivia cards with new trivia. *Double Play* has twelve games in total, four of which are already on the market, and each deck can be played with any other game in the series. Instructions for all the current games are available for free on our website (partypeoplegames.com) and through the *Double Play* app available on the App Store and Google

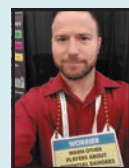


Play Store. There are also video and audio instructions available on the website and in the app for players that prefer the instructions be read to them.

Double Play is divided up into kid-friendly games (ages 8+) and adult games (ages 18+). The games are all based on a 30-second timer and are very quick to learn. The cards are printed on splash-proof plastic so they can be played on wet tables, in hot tubs, and around your favorite beverages. Although none of our games require players to actually drink, they are durable enough to be played without getting ruined by any accidental spillage.

Whether kids are drinking juice at a birthday party or adults are drinking their beverage of choice at a bachelor(ette) party, players don't have to worry about damaging the game by getting it wet. To further prove this point, our Instagram and Twitter pages are full of pictures of players in various states around the US as well as several foreign countries like Germany, Mexico, London, and Madrid, playing our games around drinks. In the near future, you might even find demo copies of our games at your local pub or coffee shop. So next time you feel like partying with a handful of friends, remember Party People Games, get our games, and go party!

Matthew Feinberg graduated with a B.S. in Mechanical Engineering from the University of Texas at Austin. When he's not play testing games at local bars and breweries, he's likely hiking, playing disc golf, or partying with family and friends.



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TRICKS OF THE GAME TRADE

by Jon Leitheusser



STARTING A NEW CAMPAIGN, PART 4: A FAMILIAR APPROACH

In the previous few months, we've provided tips on starting a new game, including how to get your friends together, finding a meeting place, preparing yourself as a player or game master, and even talked about the monsters and adventures you can use to keep your games fresh and interesting.

This time around, we're going to talk about taking a slightly different approach to starting a new game; hooking your friends on a new game by using familiar settings that might interest them!

POP CULTURE TO THE RESCUE!

If you've tried to sell your friends on trying to play a roleplaying game (RPG) and they haven't been willing to try, it may be because they're intimidated by the fact that they don't know the rules or anything about the setting. Most experienced gamers have a pretty good idea of what a "generic" fantasy setting is like, but new players don't have the same concepts in their heads.

You may be able to overcome their reticence by approaching them with a game that uses a setting they already know or are fans of. There are numerous RPGs out there based on books, TV shows, and movies. For example, in this month's *GTM* there are three different games or supplements based on well-known properties that you could use to entice potential players into a new game. They include:

- Star Wars
- Doctor Who
- Sherlock Holmes

Here's a bit about each of them that you can arm yourself with when you approach your players.



STAR WARS

Star Wars has been one of the most popular gaming settings for decades. Different games have been produced by a number of different gaming companies over the years. The current publisher is Fantasy Flight Games and they've published a handful of settings. One of the most interesting is the *Star Wars: Edge of Empire* RPG. The easy way to sell this game to your players is to tell them they get to play characters like Han Solo and Chewbacca.

Edge of Empire is all about the rogues and smugglers that populate the outer edges of the *Star Wars* universe, hence the name. Players in this game live on the fringes and survive by their wits. It's a perfect place for scoundrels to make names for themselves—scoundrels like your players! If you have a bunch of friends who know and love *Star Wars* (and really, who doesn't), then this is a perfect game with which to entice your friends.

Almost everyone knows the *Star Wars* universe, so approaching your friends with this game should be an easy sell. There's room for all sorts of adventure in this setting and the book provides a ton of inspiration for characters, encounters, and adventures. Plus, unlike most games, *Edge of Empire* uses a system that allows the game master to interpret the dice in a way that makes the game more interesting and challenging than a simple yes or no regarding success or failure.

If a fantasy game doesn't sound interesting to you or your players, definitely check out the different *Star Wars* games available.

DOCTOR WHO?

Another excellent option that's become very popular in the last decade or so, is *Doctor Who*. Since its relaunch, it's been excellent and attracted a huge following of new viewers. When it comes to gaming, *Doctor Who* is great, because it offers options for adventures throughout time! The book offered this month, *Doctor Who: Paternoster Investigations* is all about adventures in the Victorian Age.

For anyone familiar with *Doctor Who*, the Victorian time period was a favorite destination of the Doctor and his companions and the same will likely be true of the heroes of your players. Using the



core rulebook of the *Doctor Who* game and this book, you can get information on the Victorian Age (assuming you're not a scholar of that time period), so you can come up with adventures for your players—but in addition, you can read up on Victorian London, traits appropriate to the time period, information about aliens present in the time period, and pretty much anything else you might want to know about the era as it relates to the *Doctor Who* series.

As with most licensed games, books like this are designed to give you everything you need to familiarize yourself with the setting and help you come up with adventures and adversaries for your players. This is, by the way, one of the big benefits of a licensed game; it gives you a lot of information about the setting the series is based on so you don't have to guess at the game statistics of characters, but it also gives you everything you need to run a game in that setting.

For players who eschew combat for clever roleplaying and problem solving, this game is an excellent option.

SHERLOCK HOLMES

One of the most beloved characters of the last couple of centuries is Sherlock Holmes. This famous detective is featured in *Baker Street: Roleplaying in the World of Sherlock Holmes*. This is another game that shifts its focus from combat and "adventuring" to roleplaying and detective work. *Baker Street* is also centered on the streets of Victorian London, but instead of aliens and science-fiction, this game focuses on criminals and mysteries. If you're not overly familiar with role-playing games, that shift in focus may seem minor, but it's really not. Often in RPGs, the game system is designed around the central conceit of the game, so *Star Wars* focuses on action whereas *Doctor Who* and *Baker Street* are focused on problem-solving. That means the game system supports the idea that the players approach challenges differently in the game. For the right group of players, this can make the difference between an average game and a fantastically fun game.

FIND THE RIGHT GAME

It's important when starting a new game to feel out your potential players to see what sort of game they would like to play. Most games are very much centered around action and adventure, but your players may prefer to play something a bit more cerebral and there are games out there, like *Baker Street* or *Doctor Who*, that cater to those desires. On the other hand, you may have players who are interested in gaming, but want to play in a setting with which they're familiar. In that case, something like *Star Wars* is perfect!

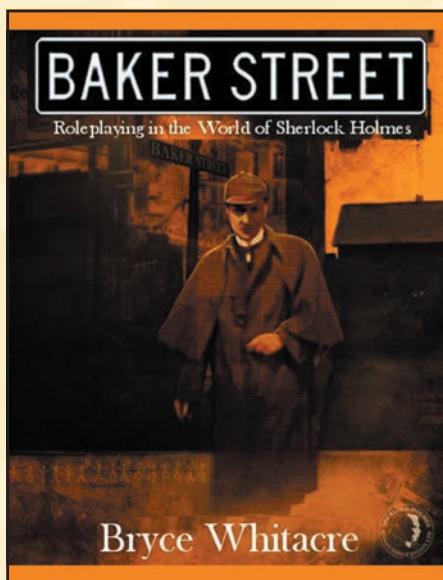
When you're selecting a game to play, remember that just because you understand the setting and the rules, that doesn't mean your players will. Take their preferences into account and find a game they have a good chance of being interested in. It may not be the game you planned on running for them, but if everyone at the table enjoys it, then it's the right game for that group!

TAKE IT TO THE TABLETOP

Once you have the right game for your friends, familiarize yourself with the rules, help them write up characters and get the game started. Most role-playing games include an adventure in the core rulebook to give you an example of the sorts of things that are appropriate for the game you're playing. If the game you're playing doesn't include an adventure, there is likely a game master's screen or adventure supplement with an adventure in it. These "starter" adventures are highly recommended because they give you and the players a good idea of what to expect from the game.

As always, another great place to draw inspiration from for a licensed game is the original source material. So, when running a *Star Wars* game, re-watch the movies, read through some of the novels, or watch some of the animated shows. You should be able to find all sorts of ideas for nights of fun to run for your friends that way. And the big bonus of drawing inspiration from the source material is that you know your ideas will match with your players' expectations, which is a big bonus!

...



Jon Leitheusser is a writer, editor, and game developer. He published the *Dork Tower* comic book, was the *HeroClix* game designer for years, was a content designer for *Champions Online* and *Neverwinter*, has been the *Mutants & Masterminds* game developer for *Green Ronin* since 2008, and freelances for a number of different companies. He cut his gaming teeth on *Advanced Dungeons & Dragons* and still games twice a week with his friends online or in person. He lives in Renton, Washington, but will be moving soon!

Watch Table for Two Show!



www.tablefortwoshow.com

THE VILLAGE CRONE (PSI FSD1006)

From Fireside Games, reviewed by Jane Trudeau-Smith and Philip Smith
of "The Table for Two Show"



	13 & Up		1 - 6 Players
	90 Minutes		\$49.95

Fall, Halloween, Witchery! Perfect! Wickersby Village needs a wise woman, and your goal is to become that village's local crone! In order to do that you must cast spells, but first, you have send out your familiars to gather the proper ingredients to cast them!

WAS THIS GAME EASY TO LEARN?

The eight-page rule book is chock-full of nice examples and diagrams, and contains a sample play and variations to try for a solitaire game. This game has some options to learn, but not so many that they become hard to remember. We managed to cast all of the eight different spells during our first game. After doing each one at least once, you'll have it down! One rule that is easy to forget is that when you cast a spell, you **MUST** say the incantation. If another player catches you casting without vocalizing the incantation, your spell **FAILS!** For our first time playing we cut each other a little slack, but next time we play there will be no leniency!

HOW IS IT PLAYED?

There are six boards that make up the play area. Each board is a location in the village that you place randomly each time you play to vary the game. You can even place them in different patterns, but we used the recommended 3x2 arrangement. Each location is manned with an appropriate villager to start the game: blacksmith, farmer, lord, miller, peasant, and priest (e.g. the priest starts in the "tithe barn"). To cast your spells, you collect from four decks of ingredients: fire, flour, silver, and soil. Shuffled into each deck are three "eye of newt" ingredients which act as wild cards for any ingredient. These decks are placed in their appropriate locations (e.g. flour is in the mill).

Each witch that is playing receives:

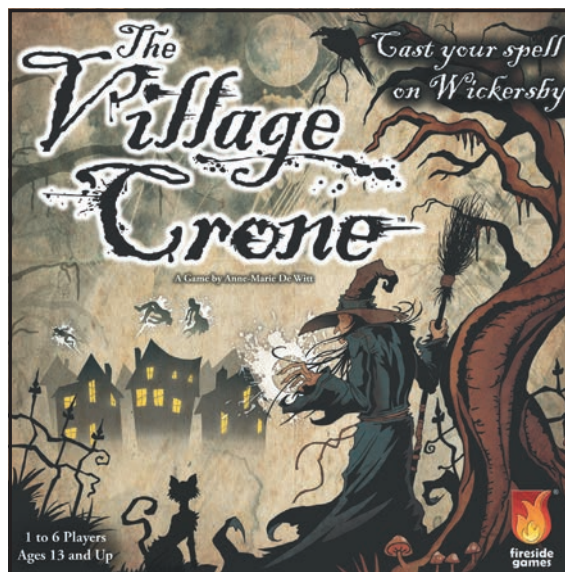
- A Book of Spells, which is a privacy screen with your witch name on the front, a guide of all the spells, and the turn order to help with game play
- five *familiar* tokens: Each witch has their own *familiar* shown on the book of spells
- There is also a witch's broom token to show the start player

Lastly, there are Witch's Scheme Cards. These are the goals you need to accomplish in the game. The witch's scheme cards are numbered 1 - 3, which are the points each are worth if you complete the goal. The higher the points, the harder the goal. Each player starts with three cards – one of each (1, 2, 3). These goals are hidden behind the privacy screen. As goals are completed, they are revealed and the points are tallied. Your witch needs 13 points to win the game!

There are four actions to take per round. But, beforehand, in turn order, each witch takes one familiar token and places it in a location, allowing that witch to take two corresponding ingredients to start. This is done twice per player, after which a third familiar token is placed in the Village Green – a location with no ingredients. The last two familiars can each be added to the board by casting a spell during your turn. So, you basically start with four ingredients. Make sure to look at your goals and see what spells you need to cast to achieve them, hence what ingredients you may want to start with.

Game play then begins:

- Tithe – each witch must discard one ingredient face down to the "tithe barn" location – the only way to avoid that is to have one of your familiars in the tithe barn
- Move and Cast – each player can move any of their familiars OR the villagers on the board up to a total of six spaces (no diagonal moves). You are either moving your familiars to locations to get ingredients, or moving villagers to satisfy one or more of your goals. Then, see if you can cast any spells. Each spell requires you to have the proper ingredients – and don't forget to say the incantation! You can cast multiple times if you have enough ingredients. After each spell, the ingredients



go into a discard pile, which can be used later to replenish the location's decks. If after casting you have completed a witch's scheme card, you declare it, show the conditions met, and place the card to the side to show how many points you have. After each completion, take a new scheme card. Choose the point level you think you can accomplish, or based on what you still need to win.

- A quick example might help – Jane had a scheme card with goals to A) Summon the Peasant to the Mill (she had to use a summoning spell to do that) and B) Transform the Peasant to a Frog (she had to use a transformation spell to do that). Once both goals were met she was able to collect 2 points on that card. Phil had a scheme card with a single goal to get the Miller to the Village green, which did not require a spell – he just moved the Miller with a move action.
- Harvest – draw two ingredients from each location where your familiars are. If for any reason you do not have any familiars in locations with ingredients, choose two from the top of the tithe barn's deck.
- Move the Broom to the next player to show the first player for the next round
- When someone reaches 13 points, make sure everyone has a final turn. It is possible to tie, and there are tie breakers in the rules. The person with 13 points wins the game and is the village crone!

TIMING OF THE GAME

The game says it takes about 90-minutes to play. With more players it may take that long or longer, but with only the two of us, we finished the game in under an hour.

This is a great game where your strategy may vary each time you play, depending on board setup and the scheme cards you have drawn. It was very entertaining, and we are looking forward to playing it with more of our friends!

Fun fact: You can download 3D print files for the pieces on their website! We *might* buy a 3-D printer to try this out... Or, maybe not. But if you have one – how cool is this?

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



DRAGONSTONE Mine!



Available Q4, 2016!



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- Mike Selinker, Lone Shark Games

DragonStoneMine.com

POTION EXPLOSION (COL PTN001)

From COOLMINIORNOT, reviewed by John Kaufeld

 14 & Up	 2 - 4 Players
 30 - 45 Minutes	 \$49.99

Everybody loves wizards. From the magic user's grand fireball spell that saved the whole party in your favorite fantasy roleplaying adventure to literary spell casters like Gandalf, Merlin, and those little kids on the 9 3/4 platform, wizards are some of our favorite fictional people.

But, do you ever consider how they got their start? (Well, apart from the kids, that is. It's pretty well documented.) According to 'Those Who Know Such Things', amazing magic requires plenty of training and practice, plus the occasional laboratory explosion.

So, if you hope to do the impossible by mixing potions in the magical arts, then you need some practice. And that's probably why you picked up *Potion Explosion* from Cool Mini Or Not.

Let's go straight into the five things you need to know about the game.

ASSEMBLE, THEN PLAY

In addition to the normal "punch out the pieces" step before playing a new game, *Potion Explosion* comes with a full-fledged construction experience to assemble the game's marble dispenser. The dispenser is a key part of the game, since it randomizes the marbles and presents them in tracks for selection on your turn.

Between punching everything from the cardboard frames and putting together the dispenser, give yourself about 30-minutes to fully prepare the game for its first play. On the bright side, you never need to do this step again, because the box insert holds the dispenser in its fully assembled form.

You also need to count the game's marbles at this point. They represent your potion ingredients. You need 20 marbles of each ingredient type: unicorn tears (blue), dragon smoke (red), ogre mucus (black), and fairy dandruff (yellow). The game includes some extras of all colors in case you lose one or two. Be careful with the marbles, though — my review game had some broken ones in the bag. Nobody got cut, but broken glass marbles are still glass, so be safe.

ALL ABOUT THE DISPENSER

The dispenser you just assembled is a key part of the game's mechanic: selecting ingredient marbles and making things explode.

When filling the dispenser, don't force the marbles into spaces at the top of each track. If a track is full, just steer any remaining marbles into the nearest open track. The marbles get stuck if you force too many of them into a track.

The game play works much like those jewel-dropping games on your phone or table. On your turn, you check the potions that you're working on to see which ingredients (colored marbles) you need. Each round, you pull one marble out of a row on the dispenser. If pulling that marble out made two or more marbles of the same color collide with each other, then there's an explosion and you get those marbles as well. If you really get lucky, that might cause another explosion and so on.

Remember: Explosions are a good thing. We're trying to learn, so we're bound to blow some stuff up along the way.



DRINK YOUR POTIONS

Once you successfully complete a potion by gathering the right marbles to fill all of the potion's available ingredient spots, you move your completed potion to one side of your playing area, recycle the marbles into the dispenser, and get a new potion to cook.

The game includes eight unique potions, such as the Elixir of Blind Love, Sands of Time, and the ever-popular Potion of Prismatic Joy. In addition to scoring points toward your victory, each completed potion also gives you access to some special ability. Being a potion, though, it can only do its magical trick once.

You don't lose points by using a potion, so keep a sharp eye on how the game is progressing and drink those potions at the right strategic moment. Also, pay close attention to precisely what the potions do, because the rules are very specific. Check the back of the rule book for a complete list of potion effects. In fact, you might want to copy that page for each player.

MORE THAN MEETS THE EYE

Even though *Potion Explosion* feels like a pretty light strategy game, there's more happening here than it seems during your first romp through the game. After three or four plays, you'll see nuances in selecting ingredients, causing explosions, and picking potions. For example, potions affect your victory points, your future special abilities (once it's complete), and can impact when the game will end. That's a lot to think about.

On a related note, pay very close attention to the actions available during your turn as well as the precise order of steps at the end of the turn. Once you get to the "end of turn" step, certain things can't happen anymore (like drinking potions and using spare ingredients). Manage your time, actions, potions, and ingredients wisely. Don't let your spare ingredients — or vital opportunities — go to waste!

EXPECT STRONG RE-PLAYABILITY

The game comes with eight potions, but you only use six every time you play. That small change can make a big difference, because it affects both your potion abilities, but also the potion combinations available. All of those possible combinations, along with the random way ingredients show up, give the game strong re-playability.

For some added fun, keep a log sheet of which combinations went into each game you play and how well people liked the outcome of that mixture. Do some potions build on each other in stronger ways than others? Make notes so you remember the possibilities.

VERDICT

Whether it hooks you with its delightful gameplay, light strategy, or the addictive sound of marbles clacking together, *Potion Explosion* will make a good addition to your tabletop game selection.

Even though the box says 14 and up, brighter 11 and 12 year-olds shouldn't have any trouble picking it up. (In fact, my 12-year-old squashed me mercilessly at it during our test plays.)

Look for it at your friendly local game store!

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John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).



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mantic

SENSEI (FRD 900010)

From Ferti Games, reviewed by Rebecca Kaufeld



7 & Up



2 Players



15 Minutes Or Less



\$49.99

According to the Wiseman, there is a balance in everything. Springtime and harvest, black and white, “yes” and “no”. There is a time and a place for everything, and everything knows its time and place. When one listens, understands, and truly connects with the harmony of life... there is peace.

For the Monkey, the time is *never* right. He runs when he should walk, climbs when he should run, and never wants to meditate. And then, after proving himself completely unable to adjust to the calm, collected lifestyle of the Sensei... he dares to ask for the keys to the temple.

The Wiseman is finally at his wit's end. Then, in a moment of brilliance, he suggests a game to the young apprentice: the first one to cross the Sacred Court to his opponent's side wins the temple keys and becomes Sensei.

Winning, however, will be more difficult than they imagine.

THE GAME

The rules are simple. Each player has seven wooden stones of their color, and must build a path to the other side of the board without letting their opponent through. On each turn, they may do three things:

- Move a stone of their own color
- Move a second stone of their own color, or move the first stone again
- Step to an adjacent stone (or series of stones, following a path)

The premise is simple, but the challenge unfolds quickly. Strategy evolves from careful and crafty actions, allowing players to draw on both the wisdom of the Wiseman and trickery of the Monkey to achieve their goal. During the moves that follow, each player will evaluate their own actions, their opponent's movements, and combine the two ideas to best benefit their own victory.

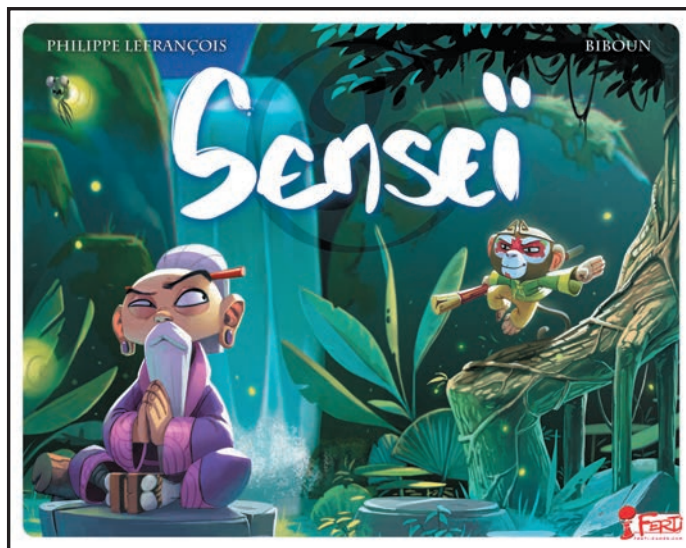
A CHALLENGE

The strategy isn't just how the stones move. It begins when players choose which side of the board, or Sacred Court map, they will compete in. For beginners, the basic board is perfect: 49 tiles square, straightforward and methodical. All squares are open for play, and there's no need for extra precautions.

However, should a greater challenge be necessary, there is also a darker, more challenging Sacred Court: a square of only 46 tiles, with three deep pits in the middle of the board. Only four squares (rather than all seven) connect the two sides of the board, creating a minor inconvenience for whomever wishes to cross to the other side...

OTHER INFLUENCES

If that wasn't complicated enough, there are also two versions of gameplay for players to agree on at the beginning of the trial. The first one, *Version Arashi*, allows players to select a stone and move it through as many squares in one direction as they wish (instead of moving one square at a time).



If players wish to use this method with the more challenging 46-space board, the rules suggest a variant: even though stones cannot be placed on the pit squares, the Wiseman and Monkey pieces may “levitate” and cross them as if they were their own stones.

The other gameplay alternative, *Version Shizukana*, restricts players to moving one square at a time. This creates more of a chess-like experience, allowing one player and then the other to move his or her pieces across the board (rather than racing from one end to the other each turn).

The optional *Shizukana* variant, instead of altering the rules, changes the beginning setup of stones. Instead of a line of matching stones on opposite sides of the board, players switch two of their own stones for their opponent's color. It works as both a blessing and a curse, as having those two stones on the opposite side will shorten your opponent's journey, but it also creates a dangerous illusion of being closer to the goal...

It begins...

Whether you identify more with the Wiseman's calm lifestyle or the Monkey's gleeful curiosity, *Sensei* will give you and your opponent the opportunity to prove yourselves in the Sacred Court. Will your strategy be as solid as the stones beneath your feet, or develop reactively through personal craftiness? Will you choose a traditional path, or favor the road less traveled? Will you rely on skill or impulse?

And, will you become the next Sensei?

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.





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ZOMBICIDE: BLACK PLAGUE (COL GUFO01)

From CoolMiniOrNot, reviewed by Thomas Riccardi

 10 & Up	 1 - 6 Players
 60 - 180 Minutes	 \$99.99

Once the village was a quiet place to rest on your journey, and maybe get a bite to eat or something to drink. But that is all a distant memory when the necromancer came — followed by his horde of zombie legions! These creatures have completely overrun the town... but, all is not lost as there are six survivors that are looking to turn the tide. But, will they have the strength to take down these horrid, undead abominations? This is the unsettling setting of Guillotine Games' *Zombicide: Black Plague*.

Unlike its predecessor *Zombicide*, *Black Plague* is set in a fantasy realm of elves, dwarves, and magic. Here, you'll take on the role of one of six survivors, each with their own strengths and weaknesses. The choices are Baldric (an adventurer with mystical powers), Clovis (a paladin struggling to do the right thing), Samson (a dwarven blacksmith), Nelly (a tavern wench looking for payback), Silas (an elf seeking to bring a swift end to the undead), and Ann (a nun wanting to cleanse the world of the undead). Each of these characters comes with a character card and starting equipment, with a handy plastic tray to keep track of it all.

Once the scenario is selected and the tiles laid out play can begin. During each turn, each character can perform three of these actions which are the following:

Move: You can move your character one zone (space) as long as there is nothing hindering your movement.

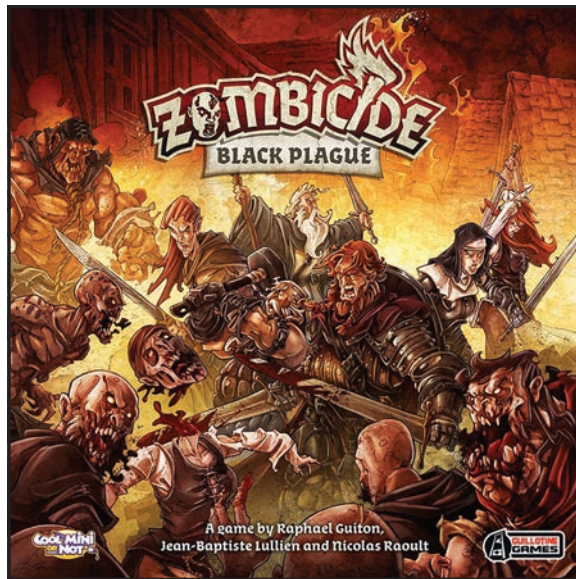
Open a door: In order to search the buildings, you need to open a door first. This requires a melee weapon equipped, but be prepared as there might be zombies hiding inside of that hovel.

Search: This can only be performed inside of buildings and you are searching for an item that you can use in combat.

Reorganize/Trade: If you share a zone with another character, you can trade items to that character in order to assist them.

Combat: You can perform an enchantment, ranged, or melee attack on the undead only if you have the proper item equipped. Each of the weapon cards has a value on how many dice you can roll, what you need to hit, and how much damage you inflict. If you inflict more damage than a zombie has hits it is removed from play.

Enchantment: Being able to cast a non-combat spell during your phase. These spells have a various number of effects — from healing to invisibility — and can turn the tide in a close fight.



Take or Activate an Objective: Using one of your points to activate an objective in that zone.

Do Nothing: You can also choose to do nothing, but any remaining actions you might have will be forfeit.

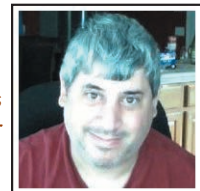
This box is jam-packed with tons of items that are very well crafted. The map tiles and cards are lavishly illustrated and the miniatures are the star of the box. This core set comes complete with the six survivors, as well as 65 zombie miniatures, which range from normal walkers, fast runners, and obese fatty's to the powerful necromancer and the ungodly abomination. The attention to detail on each of these miniatures is simply amazing!

But, that's not all! There's an expansion to *Zombicide Black Plague* — *Wulfsburg*. This excellent addition to the game not only brings in four new survivors (Morrigan, Karl, Theo, and Ariane), but also introduces a new terror that stalks the lands... zombie wolves! These 'Wolfz' are faster and fiercer than the runners and hunt in coordinated packs. Bringing up the rear is the undead 'Wolf-bomination' which is a mighty foe that needs to be brought down. There are also new magical weapons, as well as towers that can be introduced into the terrain. You can unleash ranged attacks from atop these battlements giving your forces the edge in combat. Both of the sets can be combined to make one massive campaign to be played over the course of a few hours.

If you love fantasy, horror, and the zombie genre, then you need to pick up *Zombicide: Black Plague*. With easy-to-learn rules, beautifully illustrated components, and highly detailed miniatures, this is a game that everyone should at least check out. For more information on this and other products head over to <https://zombicide.com> and get ready to drive back the forces of the undead!

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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